PRIMA'S SECRETS OF THE GAMES

Cheat Codes For the Nintendo® 64, Sony® PlayStation®, & Sega® Saturn®!

HEXEN™

Official Secrets & Solutions

Includes Multiplayer Strategies

The Official Strategy Guide

Joe Grant Bell

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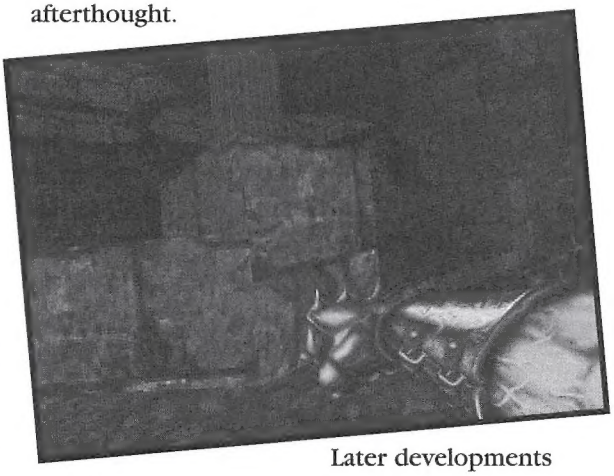
INTRODUCTION

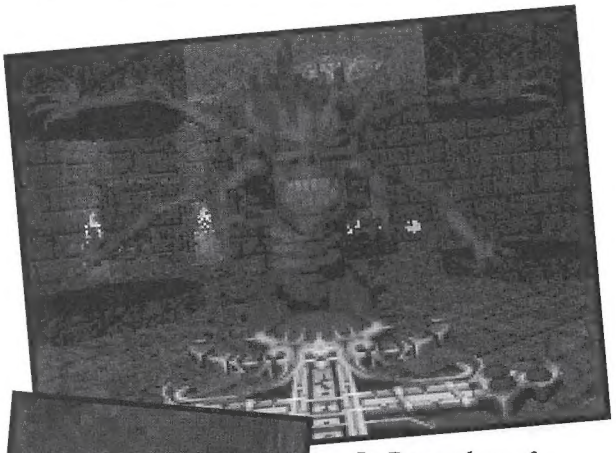
Parias the warrior-mage crept along the corridor, hardly daring to breathe. He'd survived one encounter with the Afrits, but did not come out unscathed. How he cursed his carelessness. After smashing a flying foe from the sky, he had paused, feeling pleased with himself, only to allow a second, unseen enemy blindside him and almost rip his arm from its socket. It would not happen again.

Parias inched forward, listening for the tell-tale signs of an approaching enemy. A throaty growl stopped him in his tracks. An Ettin. It's difficult to believe these deformed monstrosities were once people. Unfortunately for Parias, their minds were as warped as their bodies, and their hatred of humans knew no bounds. Grinning, the Ettin raised its spiked mace…

Hexen 64 is one of the finest 3D "corridor" games around, a landmark in the history of the genre which began with id's *Wolfenstein 3D* on the PC, where the player fought Nazi soldiers instead of mythical monsters. Its fast, intense arcade action wowed the gaming world—at last, a game with a genuinely interactive 3D environment and cool playability. This was no sad exercise in creating a graphics engine and adding the gameplay as an afterthought.

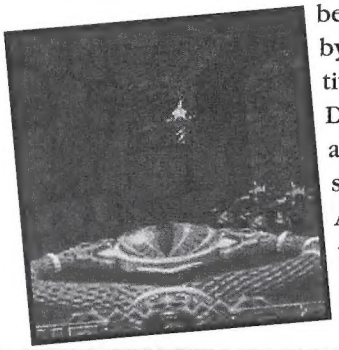


Later developments cruelly exposed several limitations. For example, while *Wolfenstein*'s walls were texture mapped, the ceiling and floor tiles were plain and unattractive. The 3D environment was too uniform—the ground and roof heights were fixed, allowing no lifts, ramps, or stairs. Despite the 3D perspective, it included no actual third dimension, just the illusion of one. The corridors and rooms were built from "blocks," giving the game an artificial feel, and corners were limited to right-angles. The genre still had a way to go.

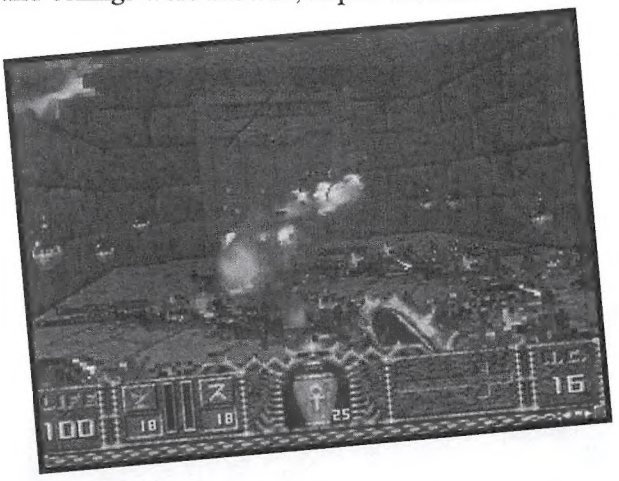


In December of 1993, id released *Doom* and set the standard for years to come. The game has been converted to every format imaginable—the best being *Doom 64*. It's a sci-fi/horror hybrid where the player fought the hordes of hell with hi-tech weaponry, *Doom* improved upon *Wolfenstein* in a variety of ways. It enjoyed a free-form environment with variable room heights, light levels, and walls that met at various angles.

Other innovations included vertically-moving sections of the map that served as doors, elevators, and lowering ceilings. With all these enhancements, plus great sound effects and a large cast of truly threatening bad guys, *Doom* became the benchmark by which new action titles would be judged. Despite these advancements, *Doom* still suffered limitations. Although it came close to creating a true 3D environment, it was limited in certain

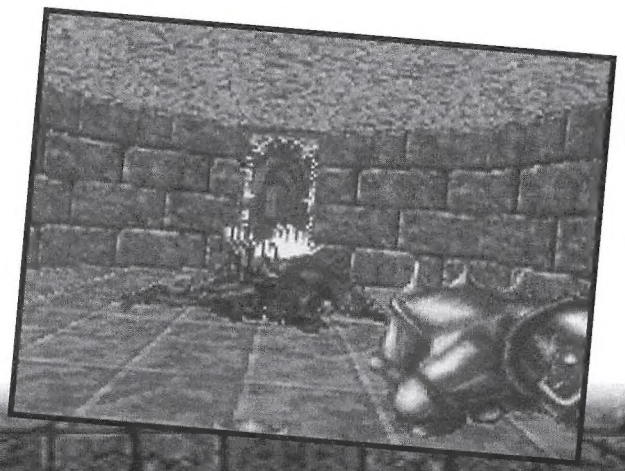


ways. For example, each section of the game world could only have a single ceiling and floor, so it was impossible to have a *Doom* level with rooms layered on top of one another. Clever level design often concealed this limitation, but there was clearly room for improvement in this respect. Also, although differing heights of floors and ceilings were allowed, slopes were not.

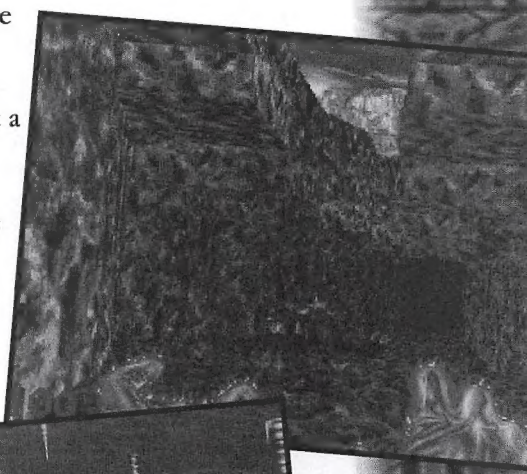


Raven Software, a relatively new software developer based in Madison, Wisconsin, licensed the *Doom* engine and decided to make a fantasy game. Not only did they create an exciting and innovative game, they also modified the game engine itself, taking the genre a step further. This game, *Heretic*, hit the PC in December 1994 and was an instant success.

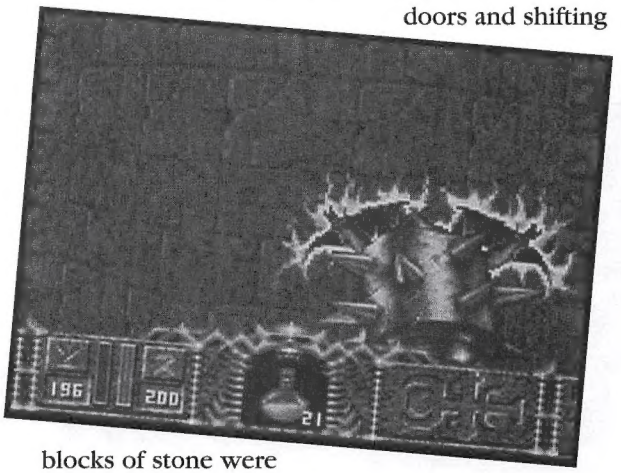
Heretic's changes were minor but significant, and addressed several issues that definitely needed improvement. For example, *Heretic* gave players the ability to carry items instead of simply walking over them and receiving a health or armor bonus. You could look up and down as well as straight ahead, and the ability to fly offered some interesting new possibilities for level design. Objects could be pushed around (notably, weird green puffballs that exploded when you shot them), and wind or water currents could buffet the player.



As *Heretic* was Raven's most popular game to date, it came as no surprise they decided to make a sequel: *Hexen*. Unlike *Doom II*, which made no significant changes to the *Doom* engine, *Hexen* once again takes the interactive environment a few steps further—and *Hexen 64* is the most advanced version of the game available!

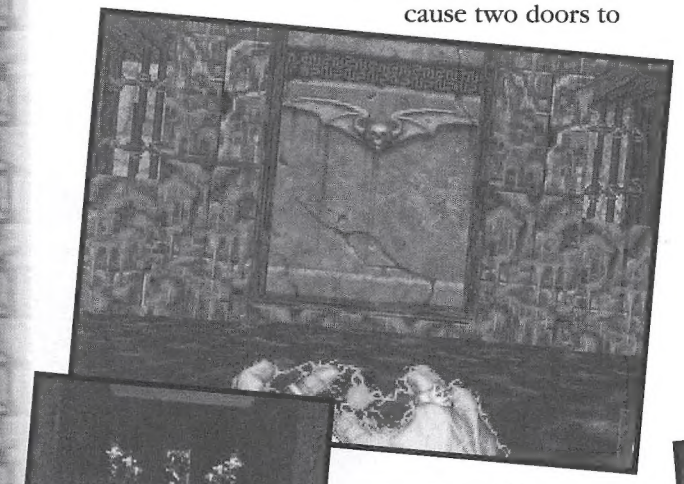


While not a role-playing or adventure game by any stretch of the imagination, *Hexen* forces you to use your brain as you bash your way through hordes of enemy monsters. The technological advances significantly enhance gameplay and remove some of the most fundamental restrictions limiting previous versions of the *Doom* engine. For example, sections of the original *Doom* maps moved up and down but never laterally. As a result, although it was possible to simulate elevators, lifts, and ascending doors, sideways motions such as sliding doors and shifting blocks of stone were impossible. *Hexen* remedies this problem and makes liberal use of laterally-moving sectors.



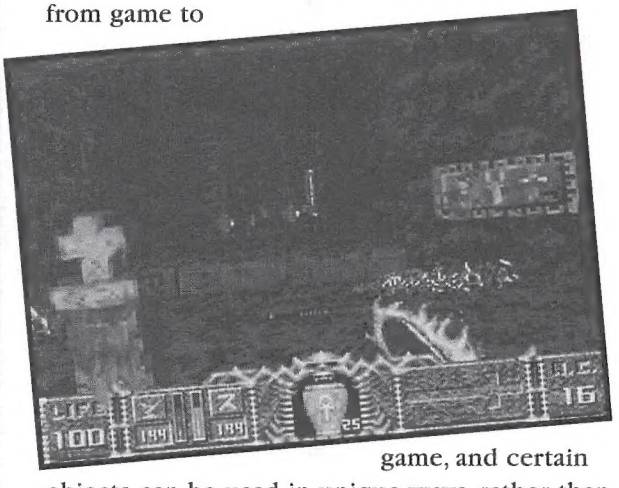
Another big change is the use of "scripts" instead of single-event triggers. When you throw a switch or activate a trap in *Hexen*, it doesn't just

cause a single event—rather, it can trigger a whole list, or script, of results. Walking across an invisible line on the map, for example, might cause two doors to



open, reveal eight new monsters, turn out the lights, and cause a pillar to descend in another room. Furthermore, a wider variety of player actions can trigger a script. Picking up a certain item or killing a specific monster often changes the game environment, whereas the original *Doom* engine allowed only switches, trip-lines, and "shoot the wall" triggers to activate special effects.

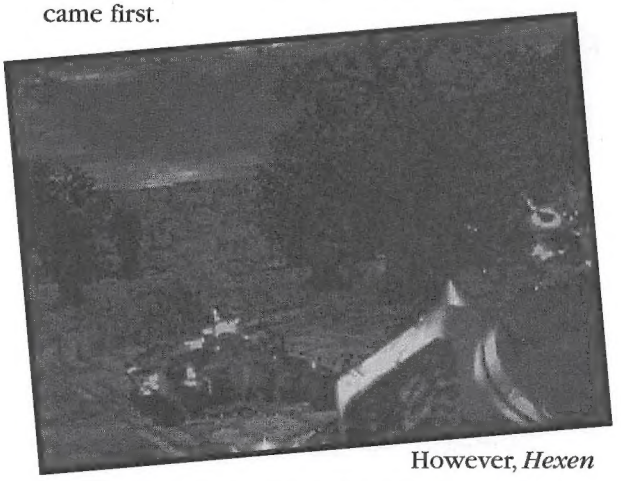
A host of new features marks *Hexen's* shift toward the traditional role-playing environment. You choose from three character classes. The terrain is occasionally randomized from game to



game, and certain objects can be used in unique ways, rather than simply providing extra weapons, artifacts, or ammunition.

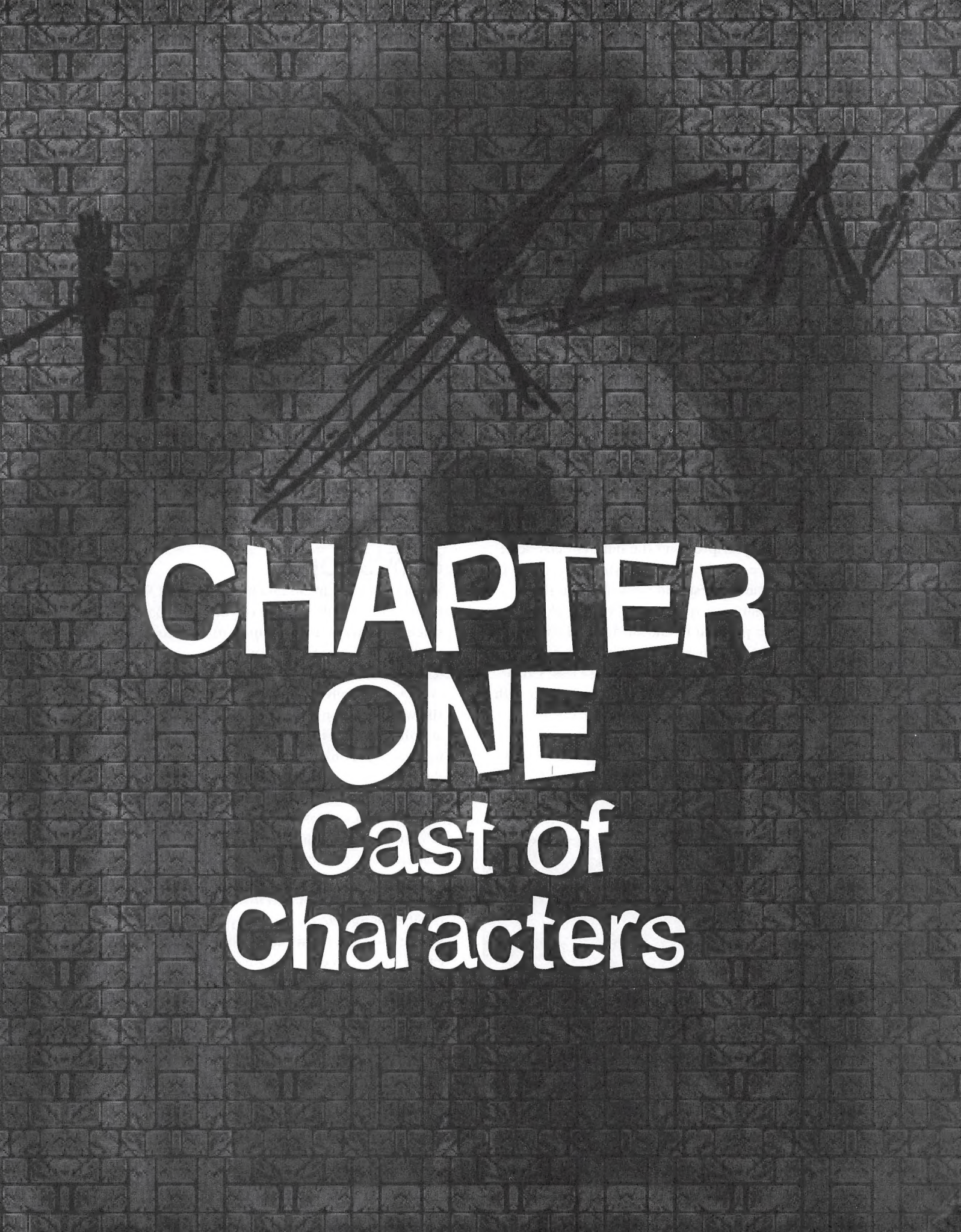
Hexen's levels don't follow a linear sequence, like those of its precursors. Instead, the player travels back and forth between several sections. This adds complexity and leads to some pretty bewildering situations. For example, a lever on one level might trigger changes on a totally different level, so you have to keep alert.

Hexen's modifications to the *Doom* engine have been a blessing to some and a curse to others. Many players like the enhanced depth and interaction *Hexen* strives to provide, while others prefer the non-stop, uninterrupted action of *Doom*. *Hexen* isn't the seminal, ground-breaking game that *Doom* was, simply because *Doom* came first.



However, *Hexen* is visually stunning, engaging, well designed, and great fun to play, and that's the best measure of any game's worth.

Enjoy *Hexen 64* for the Nintendo 64—it's the best *Hexen* you're ever going to see!

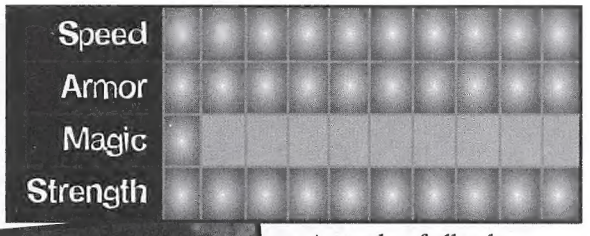

CHAPTER
ONE
Cast of
Characters

CAST OF CHARACTERS

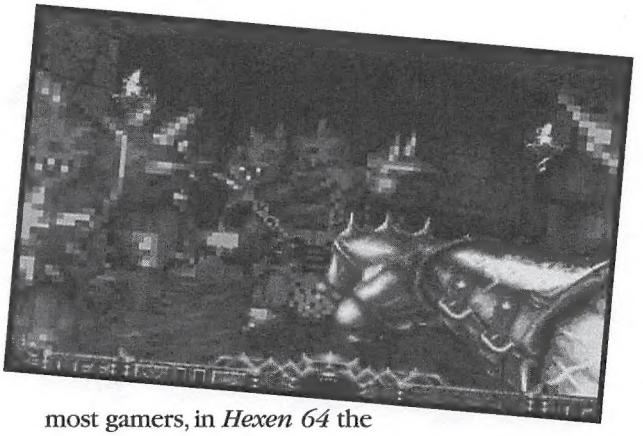
The first decision you make when you start playing *Hexen 64* is which character class to select. This is an extremely important decision, to say the least! If you choose a character that suits your style of play, it makes the game a lot easier. Also, since this decision is permanent, you cannot change your mind halfway through and become a different class without using cheat codes. Of course, you can always start over with a different character, but that's no fun if you are halfway through the game when you make the switch to a new character.

This chapter previews the different character classes in detail. It describes what each character does best and worst, and rates them on their overall abilities. Perusing this chapter places you in a better position to choose a character class that's right for you. Even if you've already started the game and now want to change classes, this chapter shows you ways to get up to speed with a new character.

Baratus the Fighter



A staple of all role-playing games, the fighter is a big, strong guy who earns his keep by beating on monsters and muscling his way through difficult situations. While this is the image the fighter class conjures up for most gamers, in *Hexen 64* the fighter's capabilities aren't quite what you'd expect.



Limitations

Strength doesn't mean much in *Hexen 64*. What really matters is the quality of your weapons, since you always use a weapon to fight. As a matter of fact, the fighter's weapons tend to be less versatile than the weapons of other character classes, especially the more advanced weaponry: His weapons won't seek out opponents magically, and they tend to be rather slow. Furthermore, the fighters' weapons are the most limited in terms of distance. Players selecting Baratus must wait a long time until they get a weapon with a true distance attack! Close-in fighting is extremely difficult, because it leaves you much more vulnerable to enemy attacks.

Players selecting Baratus should expect to slog through a lot of up-close and personal combat before acquiring weapons capable of killing foes from a distance. Things get a little easier once you discover the Hammer of Retribution but even the Hammer comes with limitations, sacrificing short-range power for a strong long-range attack. Quietus, the final fighter weapon, is extremely powerful but lacks the "homing missile" quality of the other two classes' super weapons.

In Deathmatch play, novices should usually avoid using Baratus, primarily because his super weapon does not home in on enemies. Though

Quietus is powerful, it is often hard to hit a fast-moving enemy with its non-homing attack. The Hammer of Retribution fires a very slow missile that's easy to avoid, so it's difficult to employ against other humans. Finally, close-range fighting is extremely difficult to master when you're fighting with real, live human opponents—it's just too easy to get out of the way. Baratus' speed advantage makes it somewhat easier for you to catch up with retreating mages and priests, but the mages and clerics can use a variety of tricks to escape.

Advantages

So what good is the fighter, anyway? Since his attacks aren't always the most powerful and require dangerous close-in bashing, Baratus might seem like an altogether poor choice. However, he is, in fact, a solid character with lots of hidden virtues. Depending on your style of play, you might come to love playing Baratus.

First of all, Baratus is the fastest character in *Hexen 64*. This provides a great asset, especially if you are good at controlling your character's movement. When fighting monsters, you can use this speed to your advantage by dashing into close range for a hit, then darting away to avoid collateral damage. Speed also serves you well in Deathmatch play, since good Deathmatch players always hit a slow-moving opponent.

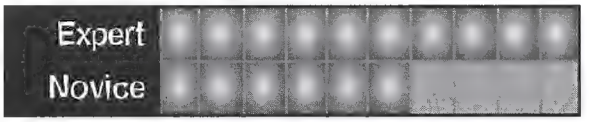
The Latin root of the name Baratus name means "cheap," and Baratus is indeed the most miserly and efficient character. He gets the most protection out of the armor he finds and can achieve a higher maximum armor class than any other character. Furthermore, his weapons are extremely mana efficient. If you don't like racing around and collecting mana from every nook and cranny, you'll like the fact that Baratus gets a lot of mileage out of his mana.

The Flechette, a useful weapon in its own right, becomes extremely useful in the fighter's hands. To avoid damage, the mage and cleric must drop Flechettes and run away, but Baratus simply lobs them forward like grenades. These grenades do less damage than the poison clouds created by cleric Flechettes, but your ability to throw them more than makes up for any lack of damage potential. When battling difficult foes, Flechettes often provide a useful substitute for a true long-range weapon.

Finally, in addition to his speed, the fighter is also the best jumper in *Hexen 64*. This might seem like a minor detail, but many situations arise in which you need to leap across a chasm—or pay with your life. Though it is physically possible to execute these leaps with any of the three character classes, the fighter's extra jumping power certainly comes in handy when you need to make a leap of faith.

Here are some subjective ratings for the Fighter.

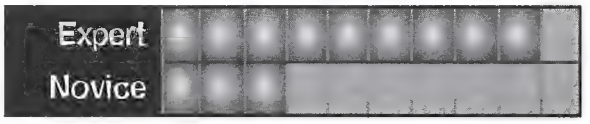
Overall Fighter Rating



I give Baratus a ten for players who have mastered *Heretic* or other *Doom* -based combat games. His lack of homing weapons won't create a problem for these players, and his mana-saving abilities make it easy to breeze through levels without picking up every little thing. His excellent speed enhances this "maintenance-free" quality, because he can blast through big levels quickly—before you have time to get bored. As an added bonus, his leaping ability cuts down on frustration for players who hate the nerve-racking ordeal of jumping across chasms.

For players with a lot to learn about mastering their character's movement and defeating tough monsters, I give Baratus a six. You need to choose your ground carefully and maneuver skillfully when using Baratus—a tall order for novice players. Baratus is by no means impossible for beginners to use, however, he just requires some getting used to. His extra durability (armor class) does help keep you alive while you learn, and goes a little way toward compensating for Baratus' weaknesses.

Deathmatch Rating

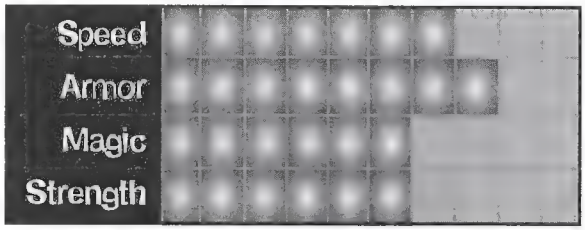


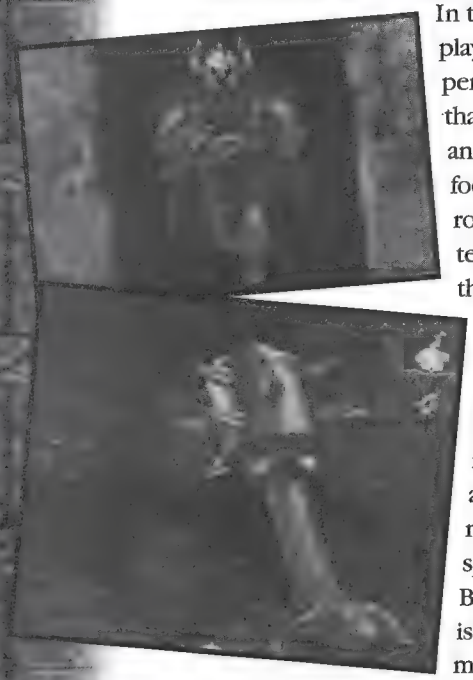
Some players might argue that Baratus is less than worthless in Deathmatch, but in the hands of an expert, he's great. Speed is extremely key in Deathmatch, and the fighter delivers speed to spare. Furthermore, if you pick your fights carefully and stick to small, enclosed areas, you

can negate the long-range firepower of the cleric and mage—and give 'em a good smacking!

On the other hand, if novices think they have problems with Baratus when playing the normal game, they quickly learn the true meaning of woe when they use him in Deathmatch. His short-range attacks are hard to employ in Deathmatch, and his long-range attacks aren't on par with the mage's or priest's weapons. His speed is useless if the player controlling him hasn't developed a precise degree of control over in-game movements.

Parias the Cleric





In the traditional role-playing game, the cleric performs a difficult and thankless job. Much like an offensive lineman in a football game, the cleric's role is to protect his teammates, keeping them healthy and alive while they attack the opposition. The cleric is seldom a fun character to play. He isn't as strong or well-armored as the fighter, nor as proficient with spells as the mage. Besides, healing people isn't half as fun as slaying monsters!

Parias, the cleric of *Hexen 64*, bears little resemblance to this wimpy stereotype. Aside from the Mystic Ambit Incant, a cooperative-play only artifact, he possesses no healing powers and is not expected to help anyone else. Although his abilities do, indeed, fall somewhere in between the mage's and the fighter's, Parias is a strong and well-rounded character, not a weak jack-of-all-trades. Best of all, the cleric isn't just a bland amalgam of fighter and mage. His weapons and abilities are as fun and exciting as those of the other two classes, if not more so.

Limitations

Parias does not present any crippling limitations. He cannot run as fast or jump as far as the fighter, but he's fast enough for all but the most speed-crazed Deathmatch players. His armor isn't as good as that of the fighter, but once again, it's quite adequate for most players' needs.

If you need the fastest character or the highest-jumping character, Parias is definitely not for you. Also, if you have difficulties holding onto your mana, Parias only adds to your problems, because Wraithverge, his super weapon, is the most mana-intensive weapon of all.

If you simply can't stand fighting at close range, you will like the cleric less than the mage. He acquires a distance-attack weapon second (right after the mace), but for some players, even this is too long to wait for ranged attacks.

Advantages

Parias provides numerous advantages. First of all, he is fast, strong, and quite well armored, so he performs admirably both in combat and in treacherous environments. Players accustomed to the fighter might take a while to get used to Parias, but he really isn't that much worse than the fighter.

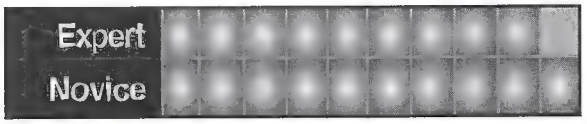
When Parias uses Flechettes, they erupt on the spot as a green poison gas cloud. This cloud sticks around for quite some time, inflicting commendable damage to anyone in the area—including Parias, if he doesn't move quickly! The long-lasting effects of the Flechette make it extremely useful, both for killing trapped or slow-moving monsters, as well as for surprising unwary opponents in Deathmatch.

Parias' weapons are quite good. The exception to this is the Mace of Contrition, which does not produce a ranged attack and is significantly weaker than the fighters' gauntlets. Once the cleric gets past the Mace, however, all weapons include ranged attacks and are useful.

Wraithverge, Parias' super weapon, uses the most mana but is arguably the best all-around weapon both in Deathmatch and in the regular game. It might not pack as much power as a complete hit with Quietus (5 fireball) or a complete hit with Bloodscourge (3 fireball).

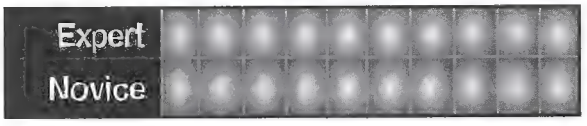
However, its incredible tracking ability lets you damage your foes without even aiming, enabling you to concentrate fully on your footwork. Many players complain that the cleric is too powerful in Deathmatch play, mainly because of Wraithverge.

Overall Cleric Rating



I give Parias extremely high marks. Wraithverge, his super weapon, is a little too mana intensive, and he isn't terribly fast or strong. Still, his mix of great weapons and good overall skills make him a solid choice for both experienced and novice players. Extremely good players might prefer the fighter, because his greater speed cuts down on tedious transit time, and he makes fighting a little more of a challenge. However, in the end, it all comes down to personal tastes. Both are excellent characters.

Deathmatch Rating

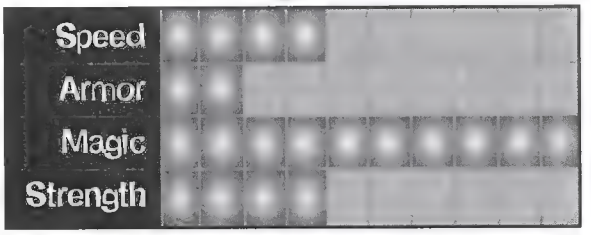


There is no denying it: Parias is one tough guy in Deathmatch. Sure, the fighter can run a little faster, but that's what the Boots of Speed are for. Besides, once you assemble Wraithverge, your enemies face big trouble no matter how quickly they can run.

Armor doesn't usually mean much in Deathmatch, because your foes can muster some pretty devastating attacks. On the other hand, Parias' good armor makes him fairly durable, as well as powerful.

Another beneficial attribute comes from Parias' use of poison. The Serpent Staff and the Flechette both produce venomous attacks when used by Parias, which is extremely useful in Deathmatch. Poison attacks cause your foe's screen to turn green for an instant, then slowly fade back to its normal color. This often serves to confuse inexperienced players or those unfamiliar with the terrain. You can effectively blind any player you manage to bombard with a constant spray of poisonous attacks.

Daedolon The Mage

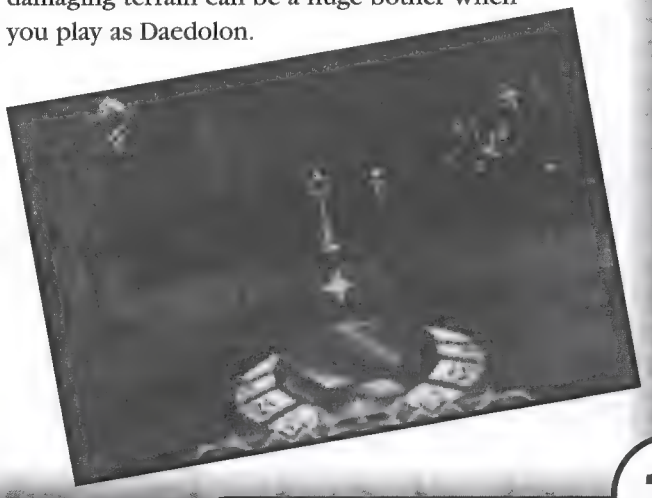


The mage is traditionally portrayed as a frail individual, made dangerous by his masterful control of arcane forces. In virtually all role-playing games, the mage begins as a rather weak character at lower levels, but gradually increases his power as he gains experience, and, ultimately, can develop into the most devastating of all characters. This description aptly applies to the mage in *Hexen 64*.

Limitations

No two ways about it: Daedolon is slow. Walking is out of the question: You spend most of your time running, both in Deathmatch and in normal play. Even when you run, it's difficult to outdistance your faster foes. In Deathmatch, running away isn't really an option, so you need to amass some decent firepower if you hope to kill your foes.

Jumping over pits and navigating through damaging terrain can be a huge bother when you play as Daedolon.



With his limited strength, even the easiest jumps can prove difficult, and you need excellent timing to navigate through areas with crushing ceilings or damaging floors.

Daedolon's Sapphire Wand is a long-range weapon requiring no mana, but it's also puny and weak. If monsters surround you and you only carry the Wand, you face little hope of killing one of your foes in time to escape.

Impatient players soon tire of traveling through empty areas with Daedolon. Once you clear out most of the monsters on a level, you typically must spend some extra time there searching for switches, secret doors, and valuable items. These periods of dead time turn even more tedious with the sluggish Daedolon, and might make you consider taking another type of character.

Daedolon's weapons are even more mana-hungry than those of Parias. If you tend to fire your weapon too often and, thus, use up all your mana, you encounter an extremely difficult time as Daedolon. Though strong, his attacks eat up mana at a remarkable rate.

The Flechette acts like a time bomb when used by Daedolon. Since this doesn't produce the long-lasting, poisonous effects of a cleric's Flechette or the distance attack of a fighter's Flechette, players using Daedolon might entirely ignore the Flechette.

Advantages

If you have trouble handling close-range combat, Daedolon is a good choice for you. He starts the game with the Sapphire Wand, which produces a distance attack and doesn't cost any mana. All his subsequent weapons produce long-range attacks, as well.

Once you get hold of Frost Shards, you're in pretty good shape. It's a decent long-range attack. More importantly, it does extra damage up close, because more of the ice shards will hit your foes.

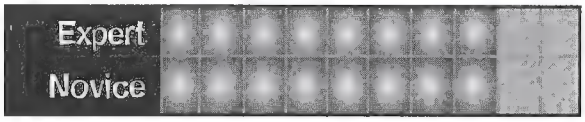
This allows you to smash your way out of a circle of enemies fairly quickly and to keep Daedolon's fragile skin intact.

Daedolon generally delivers the strongest attacks. The Sapphire Wand is an exception to this rule, and Wraithverge is arguably more versatile than Bloodscourge, but all of Daedolon's weapons are extremely good. If you can keep the mana flowing, you can blast your way out of most situations in no time. Some of his weapons fire relatively slow projectiles, hence, skillful Deathmatch players can avoid or minimize their effects. On the other hand, his weapons are simply great against monsters, who are slower and less intelligent than their human counterparts.

When using Icon of the Defender, Daedolon reflects missile attacks. The value of this is obvious: Your enemies might injure themselves if they fire at you! Since this artifact is particularly lethal (not to mention cruel) in Deathmatch, anyone who plays the mage should learn to use it well.

Novice players, especially those who experience difficulty controlling their character's movements, might actually benefit from the mage's sluggish cruising speed. If you feel that the other characters run too fast and you prefer to advance at a more leisurely pace, Daedolon's speed—or rather, lack thereof—should pose no problem for you. Of course, his lack of jumping power still presents a nuisance.

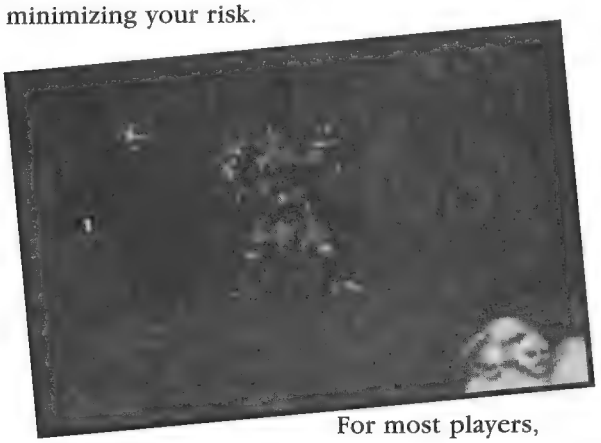
Overall Mage Rating



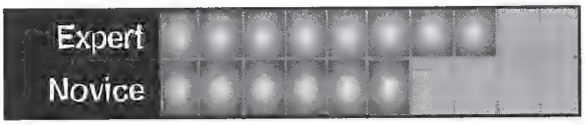
Daedolon makes a very viable character for players of all skill levels. His distance attacks compensate for novices who lack close-range fighting and maneuvering skills. By the same token, the overall power of his weapons satisfy expert players who like to dispatch monsters with only a few shots.

When you play the standard game, the mage's lack of speed and power causes more of a nuisance than a crippling flaw, because most monsters move rather slowly. The lower speed and power create more of a problem when you need to make difficult leaps or run through

damaging terrain. However, you can always save your game right before you jump, thereby minimizing your risk.



For most players, Daedolon is a character they either love or hate. If you love powerful, long-range attacks, you'll love Daedolon. If you require speed, strength, and efficiency, you'll do better with Parias or Baratus.



Deathmatch Rating

With his strong attacks, Daedolon serves as a good Deathmatch character. Most people think him inferior to the cleric, though for various different reasons. Their main complaint is that Parias' weapons tend to be more devastating to human opponents than Daedolon's. In addition, Parias is faster and better-armored.

Actually, Daedolon's weapons are usually more powerful than Parias' but require better aim. Cleric players can hose down their enemies with the Serpent Staff and use the fire-and-forget power of Wraithverge. Conversely, mage players must aim carefully to get the full effects of Frost Shards and must aim at least a little in order to hit opponents with Bloodscourge. If you hold faith in your aim, Daedolon can perform extremely well as a Deathmatch character.

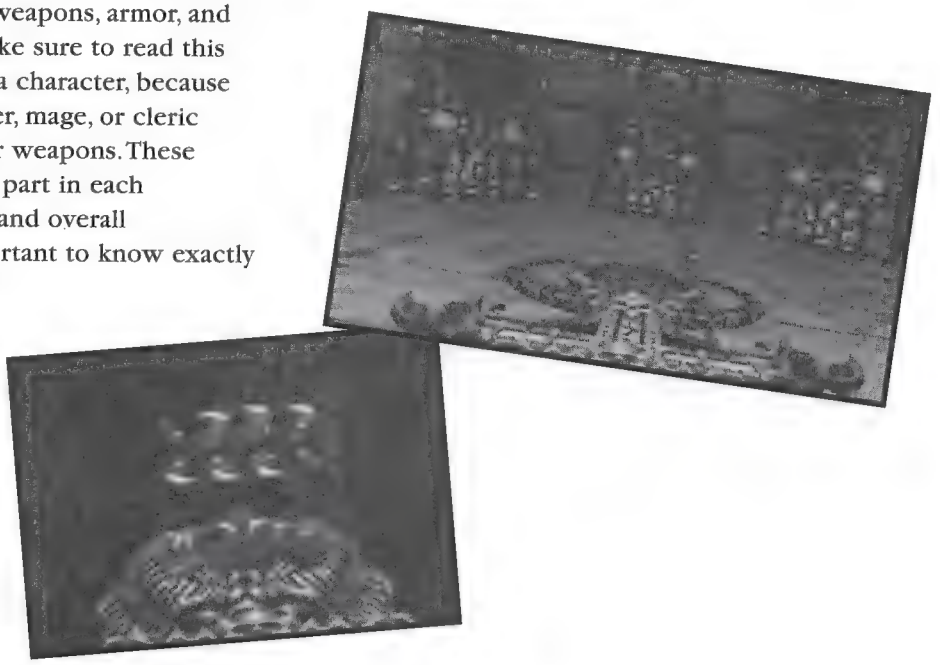
One of the main disadvantages of the mage in Deathmatch comes from his initial vulnerability. The fighter and cleric can quickly run around to gather up weapons and armor, and can often get away from enemies who have already collected strong weapons. Daedolon's lack of speed makes this difficult. Therefore, you will occasionally find yourself getting killed repeatedly while attempting to arm yourself. This poses a particularly serious problem for inexperienced players.

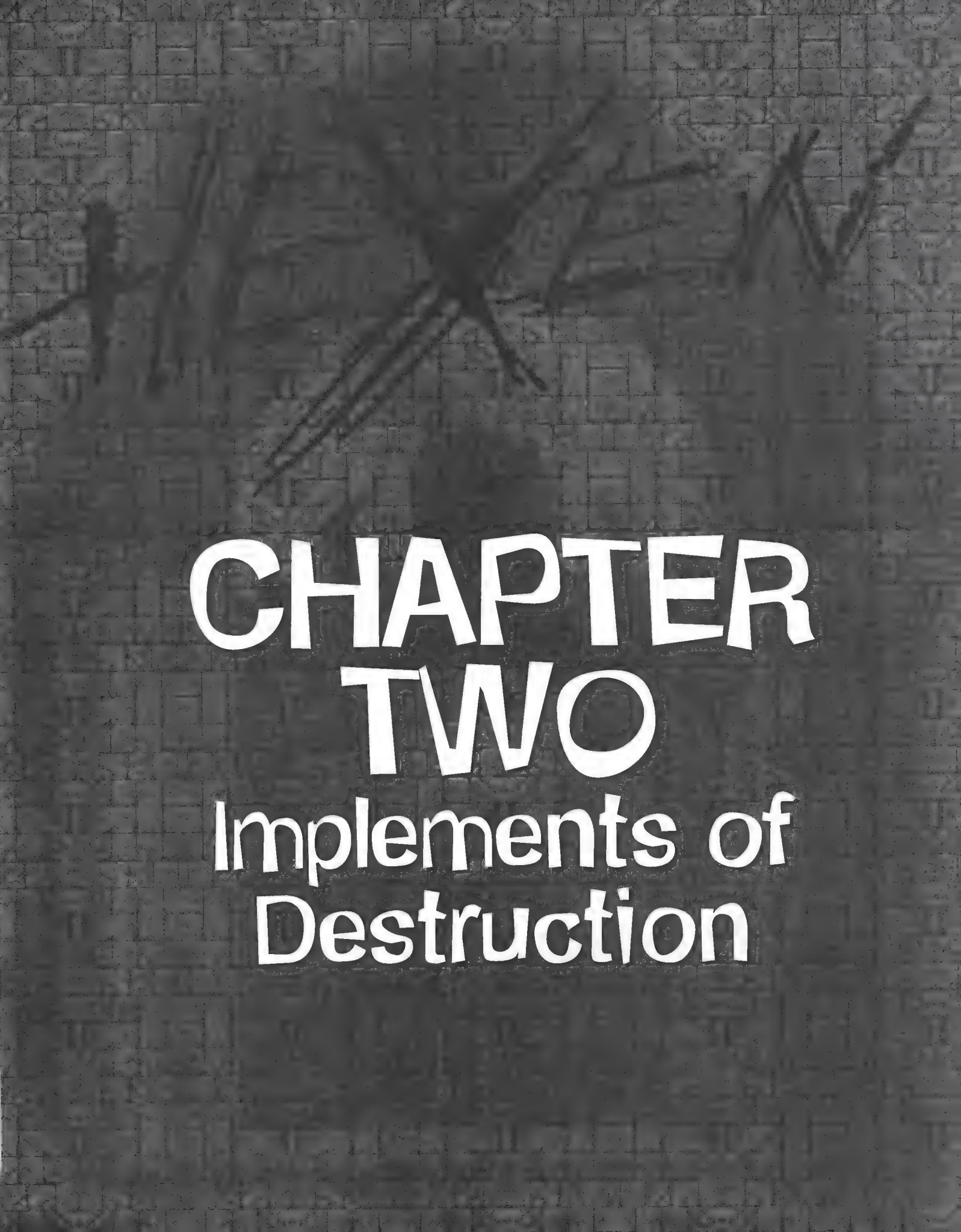
When you play as Daedolon, the Icon of the Defender reflects enemy attacks. This is an incredible virtue! If you use the mage in Deathmatch, try to use the Disc of Repulsion and the Icon of the Defender to reverse other players' attacks back on them. This is a great way to level the playing field when your opponents all have super weapons and you're stuck with the Sapphire Wand.

Summary of Characters

As you can tell by the high ratings I have given each character, *Hexen 64* is a pretty well-balanced game. All three characters are viable for both regular and Deathmatch play; it's just a question of choosing a character that specializes in the areas most important to you. Before you make a serious attempt to beat *Hexen 64*, I suggest you test the characters by playing a level or two with each of them, and perhaps by using each one of them in a Deathmatch session. It may turn out that you totally disagree with my assessments, or that your style of play makes one character infinitely more suited to you than the others. These are things you learn only after some hands-on practice.

Now let's proceed to Chapter Two, which takes a good, hard look at the weapons, armor, and artifacts of *Hexen 64*. Make sure to read this chapter before selecting a character, because you can't judge the fighter, mage, or cleric without considering their weapons. These weapons play an integral part in each character's fighting style and overall effectiveness, so it's important to know exactly what each one does.





CHAPTER TWO
Implements of Destruction

IMPLEMENTS OF DESTRUCTION

Weapons play a pivotal role in *Hexen*. They affect your decision to select a specific character; they dictate your tactics in battle; and, to a large extent, they determine which battles you are capable of winning. Therefore, it's a good idea to know beforehand how each weapon behaves and how much damage it can ladle out. Otherwise, you'll learn some very painful lessons in combat.

First, we'll look at each weapon's power and mana consumption. Since these statistics alone don't tell the whole story, we'll also examine each weapon in detail, highlighting quirks and important distinctions that can really make a difference in the heat of battle.

The weapons within each class share certain traits. Each class has exactly four weapons, the last of which is a "super weapon" comprised of three separate pieces. You must collect all of the pieces for the super weapon to work. The starting weapon for each class consumes no mana at all. The second weapon eats blue mana; the third uses green mana; and the fourth consumes vast quantities of both.

In normal play, you never encounter weapons you cannot use. In other words, only weapons specific to your character's class appear. In Deathmatch, all three characters' weapons appear, and you can pick up every one of them. However, you still can use only your own character's weapons; the extra weapons simply provide you with mana.

Weapon Statistics

Note that attacks in *Hexen* don't always do the same amount of damage. Therefore, the damage values you see in the following chart are not written in stone. They're just estimated numbers that will let you compare the relative damage values of the various weapons.

Weapon Descriptions

This section gives you an in-depth review of every weapon in *Hexen*. Some of these weapons are versatile and easy to use, and you can get the most out of them without ever thinking about strategy or tactics. Others are useful only in certain situations, and reading these comments enables you to avoid misusing them. Versatile or specialized, all of these weapons are interesting and definitely worth a closer look.

Fighter Weapons

The fighter's weapons emphasize short-range power and mana conservation. These strong weapons prove quite useful against monsters. However, most players find them less effective in Deathmatch, where their short-range emphasis and lack of tracking ability can pose problems. It's undeniable, though, that the fighter's weapons become much more useful once you understand their quirks.

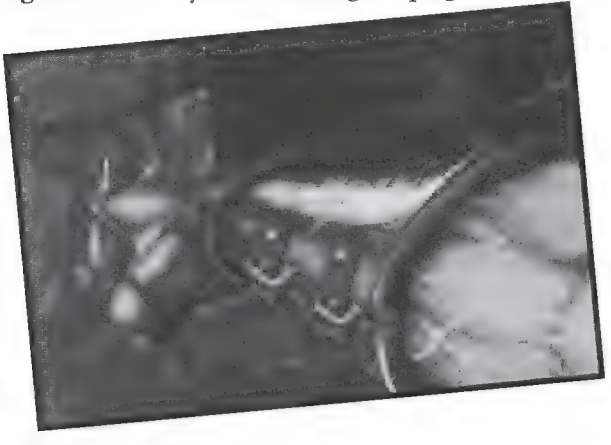
Timon's Axe

For some players the axe is a big disappointment, simply because it doesn't fire projectiles. If you look beyond this limitation, though, Timon's Axe provides a useful—and in some cases, overpowering—addition to your arsenal.

The axe costs two blue mana every time you successfully damage an enemy with it. You'll see a

blue glow when you hit. Beating on walls or inanimate objects also causes the axe to glow, just as when you beat on opponents, but you expend no mana in doing so. This makes Timon's Axe an excellent mana conservator: In effect, you only pay for the damage you actually inflict, not for missed attacks or random flailings of the axe.

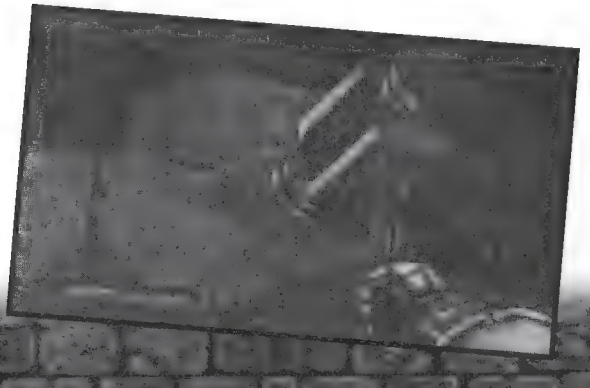
Unlike many advanced weapons, you can still use Timon's Axe when you run out of mana. Before you start jumping for joy, however, take heed of this warning: The Spiked Gauntlets can dish out more damage than a mana-less axe. Though the axe has a slightly better range than the gauntlets, this hardly compensates for the lack of power. Therefore, if you happen to run out of mana, you're well advised to switch back to the gauntlets until you're all charged up again.



Spiked Gauntlets

Despite most players' initial reaction to this weapon, the Spiked Gauntlet is not as bad as you might think. The gauntlets are actually the strongest initial weapon of all three classes. They are also the most limited in range. Still, they reach farther than you might expect—far enough that if you keep moving backward as you fight, you can punch Ettins to death without ever letting 'em close enough to hurt you in return.

Most 3-D action games follow a rule of thumb that you should never use your starting weapon once you discover something better. However,



under certain circumstances the fighter is better off using the gauntlets than a superior weapon. We'll discuss these various situations as we review the fighter's other weapons. For now, note that the Spiked Gauntlets hit more quickly than the Mace of Contrition. Furthermore, if you manage to hit a creature three times consecutively, the third punch will be a Super Punch that inflicts double damage.

Hammer of Retribution

The first time a new player gets his hands on the Hammer of Retribution, he usually starts cackling with delight. After all, what's more fun than a huge metal hammer? (A big metal sword, of course… more on that later). The hammer is a good ranged weapon, especially when you're fighting against monsters instead of human players. It does, however, possess some serious limitations that prevent it from being the great all-around weapon you might expect it to be.

The hammer uses three green mana, but only if it's used as a long-range weapon. When firing at distant foes, the hammer creates a flaming replica of itself that flies out and explodes when it hits a creature or object. This explosion can damage multiple targets, but it never damages the wielder of the Hammer of Retribution. The flaming projectile produces more power than Timon's Axe (with mana), but it is relatively slow. This poses no problem when you're fighting most creatures, because they aren't bright enough to dodge. In Deathmatch, however, a quick opponent can evade the hammer at medium to long range.

When used at close range, the Hammer of Retribution consumes no mana. Normally, this would benefit you, but unfortunately the hammer itself does much less damage than its projectile. When used at close range, the hammer's damage compares with that of a mana-powered Timon's Axe, but is significantly slower. Therefore, if you find yourself in a labyrinth of small tunnels or narrow corridors, you'll often fare better with a powered-up axe than a hammer with no mana.

If you have no mana, you can exert decent but sporadic damage with the hammer. It has good range, but remember, you won't do too much more damage with it than with your trusty gauntlets. What can I say? Life is rough without mana, even for the fighter.

Quietus

Quietus is the least mana-hungry super weapon, but not by much: It eats up 1-4 of each color mana each time you use it. It fires five green fireballs in a lateral spread, a little like the shotgun effect of the Porkelator or the Morph Ovum of *Heretic*. This means that closer enemies are likely to get hit with more fireballs and, hence, take more damage.

This sword doesn't exhibit a specific short-range effect, and it cannot be used without mana. It produces fireballs whenever you use it, regardless of your enemies' range, because the fireballs, not the blade of the sword, cause all the damage.

Like the other super weapons, Quietus is great for beating the hell out of tough opponents, but it's overkill on small or moderately sized monsters. It requires more aiming than the other two super weapons but can inflict excellent damage when you hit with multiple fireballs. Use Quietus conservatively, or you soon run out of mana.

Cleric Weapons

The cleric's weapons are both versatile and fun to use. They're also extremely powerful, especially in Deathmatch. The obvious exception is the Mace of Contrition, which is generally considered to be the worst weapon in *Hexen*. Don't let this fact discourage you from the cleric class, however. Once you've paid your dues with the mace, you acquire a stellar lineup of weapons from which to choose.

Mace of Contrition

The best things you can say about the Mace of Contrition are:

- Its range is slightly better than the fighter's Spiked Gauntlets.
- It doesn't pause after every three blows, like the gauntlets.
- It is a bit more powerful than the Sapphire Wand.

That said, the mace is probably the worst weapon you'll have the displeasure to use. Though its range is somewhat better than that of the Spiked Gauntlets, the gauntlets more than make up for their lack of range with their extra power. While the Sapphire Wand's power is nothing to write home about, it does possess the very real advantage of unlimited range.

As the cleric, you suffer more than the other two characters if you run out of mana, mainly because you're stuck with the mace until you discover more. Do your best to conserve mana, so you won't be forced to beat on your enemies with this oversized but under-powered club.

Serpent Staff

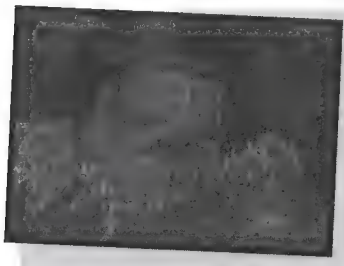
This isn't just a weapon, it's a great conversation piece! Seriously, the Serpent Staff is both fun and effective. It uses one blue mana per shot, regardless of the range from which you use it. At long range, it shoots two poisonous balls that weave through the air, following a more-or-less straight path toward your target. At short range, the staff is vampiric, sucking the life out of enemies and transferring some of it directly to you.

The Serpent Staff's distance attack is quite weak, but it's still effective in most situations, because you can fire it very quickly. The staff proves especially helpful in Deathmatch, because the poisonous missiles make your opponent's screens turn green, hopefully obscuring their vision and making it tough for them to respond.

The vampiric close-range attack gives you a real bonus. It makes running through those dark tunnels a relatively easy experience, since you can extract the life right out of anything you encounter there. Note that the bigger creatures damage you at a faster rate than you can heal

yourself. However, the Serpent Staff is great against mid-sized and smaller monsters.

Another bonus of the staff surfaces when you encounter a creature that reflects missile attacks (notably, a Centaur). You don't need to change weapons to kill Centaurs with the staff—just move in close and draw out their life, instead of firing at them from a distance.



Firestorm

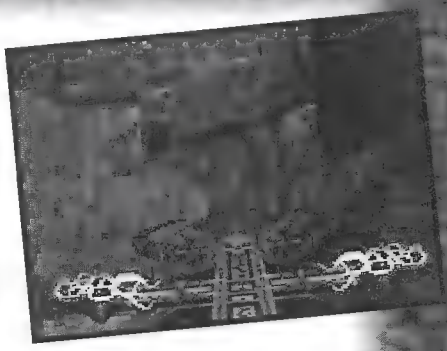
The Firestorm makes a solid creature destroyer. For the price of four green mana, you get to engulf your foes in a bonfire of destruction that damages everyone in the immediate area of the target, except yourself, and you needn't worry about your proximity to the monsters.

The Firestorm does come with a few limitations. First, though the range of this spell is usually adequate, it's definitely not limitless. At times, you can see a foe but are unable to hit him with this spell. Note that even though the Firestorm may look like a ground-based spell (for example, the flame travels along the ground before hitting your target), it can hit creatures in the air, as well.

The Firestorm is one of those weapons that works very well against most creatures in the game but isn't as great in Deathmatch. The flame travels fast and initially is relatively difficult to avoid. But a good portion of the spell's damage comes from the explosion and resulting flames when it scores a hit. If your target is moving fast—and you usually find your fleetest foes in Deathmatch—you won't register maximum damage. Depending largely on your skills, your opponents, and your style of play—you might prefer the Serpent Staff to the Firestorm in Deathmatch bouts.

Wraithverge

If you like to kill your foes while expending the least possible effort, Wraithverge is your kind of weapon. Instead of traditional projectiles, it fires a host of angry spirits who fly around the room for several seconds, seeking out enemies and circling their heads. They damage everyone they touch, and they're extremely hard to shake. Levels with large, open areas are great fun for players wielding Wraithverge, because the ghosts continually fly around and find target after target. Deathmatch levels tend to provide players with tons of mana, making Wraithverge even tougher, because its high mana cost (18 of each color mana per shot) seldom poses a problem.



In multi-player games, some players agree not to use Wraithverge in combat, because they think it's just too powerful. Others allow its use but make a point of ganging up on any cleric with Wraithverge and finishing him off as soon as possible. In short, if you use Wraithverge in Deathmatch, you might not make any friends!

Wraithverge is also extremely proficient against monsters. You might produce more concentrated damage with Bloodscourge or Quietus, especially if you hit your target with all the fireballs that they produce. However, Wraithverge is great at cleaning out rooms full of lesser monsters, because the ghosts keep flying around and damaging everything they get next to. Wraithverge also works great against Centaurs and Slaughtaurs, who, when they drop their shields to attack, are instantly damaged by the ghosts.

Ultimately, Wraithverge's greatest power lies in the self-guided quality of the ghosts. Tough battles are so much easier to win when you only need to stick your head into the room with the bad guys, fire off a few salvos of ghosts, and retreat while your spectral pals wreak their mayhem.

Mage Weapons

The mage's weapons are all extremely useful. Even the lowly Sapphire Wand with its puny damage-dealing capabilities makes a versatile and handy tool you'll return to time and again. The mage's weapons are perhaps a little less suited to Deathmatch play than the cleric's, but they are very capable against Hexen's various monsters.

Sapphire Wand

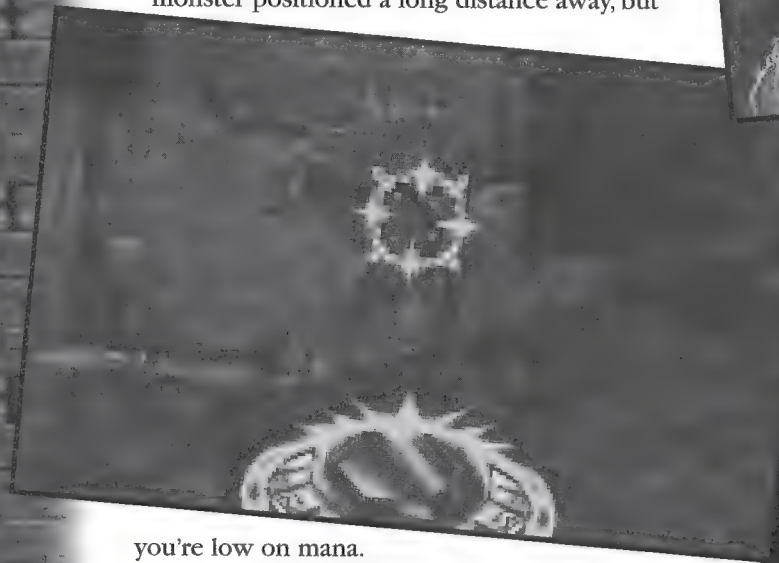
The Sapphire Wand is a relatively weak weapon, though you wouldn't know that from its

fearsome appearance. You can spend all day trying to kill one of the bigger monsters with it. However, this lack of power does not make the wand worthless. It comes in handy during the early stages of the game, because it lets you hang back at a distance and plink away at monsters without worrying about mana costs.

A unique feature of the wand is that its missiles do not stop when they hit a monster. Rather, they pass right through the creature and continue until they hit a solid part of the map, like a wall or door. This enables you to simultaneously damage several monsters if they happen to be lined up, one behind the other.

Other nice features of the wand include its speed and unlimited range. Because it travels so fast, it is next to impossible to dodge a wand attack, making it particularly advantageous in Deathmatch. Let's say, for example, that you employ the Porkelator to turn your opponent into a pig, but he's good at dodging the only weapon you've picked up—the Arc of Death. Since you can kill a pig with a small amount of damage, you might do well to select the Sapphire Wand and chase the pig around, firing all the while.

Finally, on occasion you get a clean shot at a monster positioned a long distance away, but you're low on mana.

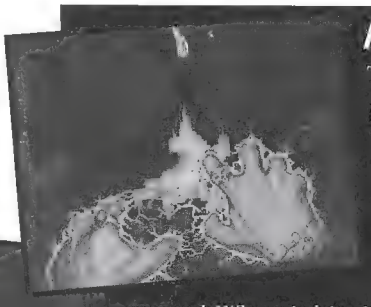


Be patient and use the wand to immediately dispatch that monster, rather than waiting until later when combat might be up-close and deadly.

Frost Shards

Frost Shards is a fairly damaging spell that launches a volley of icicles. The icicles spread out like a shotgun blast as they travel away from you. This increases your likelihood of hitting your target, but it doesn't allow you to wreak as much damage. At close range, you can hit targets with the full effect of Frost Shards. As a word of warning, however, this scroll usually does not deliver a particularly strong attack.

If you find yourself surrounded by monsters and need to get out of there fast, Frost Shards lets you blast your way out fairly quickly, because you direct full damage to a nearby target. However, creatures and players who are killed by this spell turn into ice statues for about seven seconds, then burst into millions of pieces and disappear. This is a neat game effect, but it creates a problem if you're trying to shoot your way out of a jam. Even though your enemy is dead, his statue still blocks your path! To speed the process, switch to another weapon and shoot the frozen corpse. It shatters immediately. Note that firing more Frost Shards at a frozen enemy has no effect, so make sure to first change weapons.



Arc of Death

The Arc of Death is a powerful creature-killing spell. It fires twin bolts of electricity—one along the ceiling and another along the ground. When it hits its target, it sticks around to inflict a set amount of damage before disappearing.

Since the arc follows both the ceiling and the floor, you can use it to reach enemies you can't even see. Standing at the base or the top of a cliff, for example, you can hit creatures positioned way above your head or far below your feet. As long as you are pointed in their direction, the arc travels up or down to find them.

The Arc of Death inflicts no damage on impact. Rather, it hits a target and locks on, following it tenaciously while it deals a certain amount of damage before disappearing. The arc locks onto a foe—this always works effectively against monsters, but particularly speedy Deathmatch foes can often minimize the effects of an arc hit.

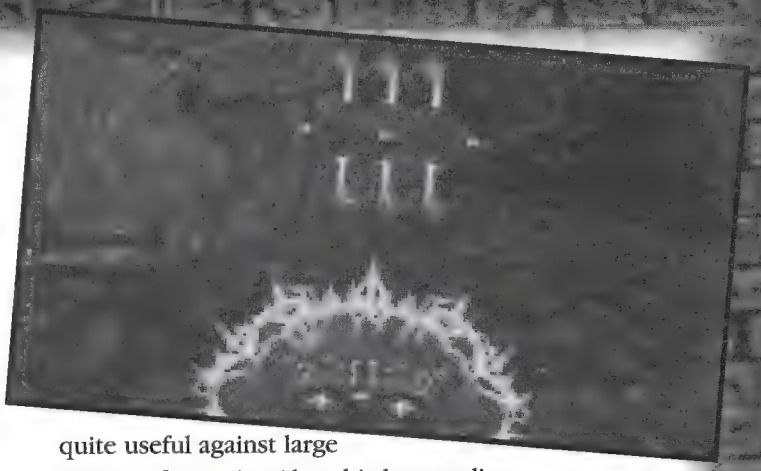
For five green mana per shot, the Arc of Death provides an excellent way to inflict serious damage upon all manner of foes.

Bloodscourge

Bloodscourge is a great weapon! It fires three extremely powerful fireballs that home in on your foes. Each individual fireball packs incredible strength, and almost nothing can stand up to a hit from all three of them.

Bloodscourge's fireballs zero in on your enemies in the same fashion that Wraithverge's ghosts do. However, the fireballs explode when they hit something, whereas the ghosts just bounce off walls and doors while they continue to pursue their quarry. As a result, fast enemies in small, enclosed areas can often avoid Bloodscourge's effects by dodging the fireballs, causing them to hit walls or large terrain features. But if you fire Bloodscourge in a large, open area, the fireballs are extremely tenacious and sometimes circle around their prey several times before finally hitting the mark.

The fireballs damage anything standing next to the point of detonation, making the Bloodscourge quite useful against large groups of enemies. Also, this large-radius explosion can inflict significant damage even if the fireballs fail to squarely hit their mark.



All things considered, this provides you with an incredibly powerful and versatile weapon. A mage with Bloodscourge can roast just about anything in his path, so the high cost of firing the weapon (15 green and 15 blue mana) is definitely worth the effect.

Summary of Weapons

Hopefully, this in-depth look at *Hexen*'s weapons has taught you something new. Just as all three characters can be effective when played skillfully, all of the weapons can serve you well once you understand their strengths and limitations. Some of them, like the Hammer of Retribution, are only useful in certain situations. You can fire others, like Wraithverge, anywhere and at anything, and consistently produce a strong result. Knowing how your weapons will perform in a wide variety of situations gives you the presence of mind to use the right weapons under the right circumstances. This takes you a big step closer to combat mastery in *Hexen*.

Weapons are far more interesting than armor, which is definitely dull. Who wants to bother with defense? Still, armor serves an important function in *Hexen* as you'll read about later in this chapter.

WEAPON	DAMAGE	MANA
Spiked Gauntlets	40-55 (Super Punch: 80–110)	—
Timon's Axe	80-110 (40–72 without mana)	2 Blue
Hammer of Retribution	60-123 up close; up to 208 for projectile	3 Green
Quietus	Up to 128 per projectile	14 (both)
Mace of Contrition	25–35	—
Serpent Staff	20–35 close; 5–40 for projectile, plus 2 HP/sec for lingering poison damage	1 Blue
Firestorm	Around 100	4 Green
Wraithverge	Variable (Wraiths)	18 (both)
Sapphire Wand	2–16	—
Frost Shards	Variable: Around 140 for full hit	3 Blue
Arc of Death	Highly Variable	5 Green
Bloodscourge	Up to 128 for each fireball	15 (both)

Armor

This section discusses the effects of armor and the value of armor class. Armor class in *Hexen* follows a fairly simple concept: The higher your armor class, the less damage you take. However, despite this simplicity, many players have only a general idea of how armor class works. A basic understanding is enough in most situations, but a closer look will give you a better idea of the amount of punishment your character can take. In turn, this knowledge enhances your ability to gauge the difficulty of an upcoming battle. Both in Deathmatch and in regular play, knowing how much abuse your character can handle provides significant benefit.

In *Heretic* and its predecessors *Doom, Doom II*, armor didn't last for very long, so many players tended to ignore it. After all, when armor literally flies off your character's body every time he gets hit, there's little point in keeping track. In *Hexen*, armor tends to stay around for a while, and has a pronounced effect on your character's well-being. Armor class does degrade in quality as your character suffers damage, but it tends to decrease gradually and, hence, serves a real purpose in *Hexen*.

Armor Types

You deal with four basic pieces of armor in *Hexen*. If you play without carefully reading the manual, you might not realize that the effectiveness of each armor piece varies widely, depending on your character class.

Since armor gives a different level of protection to each character, you should try to memorize which pieces provide the most benefits for the fighter, mage, and priest. This has little effect in normal play, since you should pick up every bit of armor you can find. Conversely, in Deathmatch, you want to pick up only the most protective pieces of armor for your character—otherwise, you just waste your time when you could be searching for much more powerful artifacts.

Mesh Armor

The Mesh Armor tremendously benefits the fighter, but does the mage and cleric very little good. After acquiring the Mesh Armor on several occasions in *Hexen* Deathmatches, I wondered why my mage didn't seem any better protected than before. The chart below tells the story.

Armor Class Benefits: Mesh Armor

FIGHTER 5
CLERIC 2
MAGE 1

Falcon Shield

The Falcon Shield offers an asset to every character class. It is the most balanced piece of armor, giving a decent boost in armor class to all three character types. The cleric reaps the greatest overall benefit from the shield.

Armor Class Benefits: Falcon Shield

CLERIC 5
FIGHTER 4
MAGE 3

Platinum Helmet

The Platinum Helmet is the least beneficial piece of armor in *Hexen* for the simple reason that it has little effect on armor class. This lack of protection applies to all three characters: Nobody profits greatly from the helmet, not even the fighter! It is barely worthwhile for the fighter in a Deathmatch and is next to useless for the other character classes. The helmet least influences the cleric, who receives but one puny armor point from it.

Armor Class Benefits: Platinum Helmet

FIGHTER 3
MAGE 2
CLERIC 1

Amulet of Warding

The mage gains the most from the Amulet of Warding, followed closely by the cleric. Both of these classes should rejoice at finding an amulet in Deathmatch play. However, the fighter shouldn't expect much of a benefit from this unique piece of armor.

Mages, in particular, should grab the amulet at all costs. It is one of very few artifacts that really help raise the mages' armor class.

Armor Class Benefits: Amulet of Warding

MAGE 5
CLERIC 4
FIGHTER 1

Minimum and Maximum Armor Levels

Each character class includes both a minimum and maximum armor class. When the game begins, your character's armor is at the minimum level for his class. Despite the beatings he might receive, it never drops below that number.

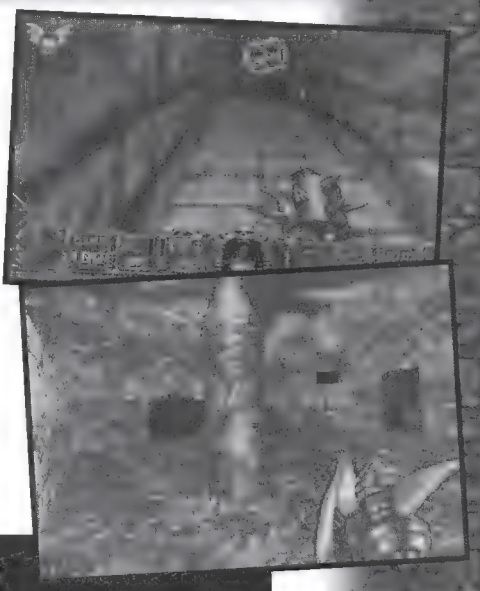
As the game proceeds, your character's armor class will never exceed his maximum armor class. In fact, your character could pick up every piece of armor available to him and still not reach his maximum! To reach your character's maximum armor class, you'll need to use Dragonskin Bracers. Though the bracers are not true armor, they do provide a time-based boost in armor class that helps you reach your character's maximum limit.

The table below identifies the minimum and maximum armor class values for each character type in *Hexen*.

	Minimum	Maximum
FIGHTER	**3**	**20**
CLERIC	**2**	**18**
MAGE	**1**	**16**

Protective Artifacts (Non-Armor)

Hexen features several artifacts that help protect your character, even though they aren't "armor" in the purest sense. The Dragonskin Bracers can give your character a four-point armor class boost, but this bonus is time-based, unlike the permanent benefits of normal armor. Also, unlike regular armor, the bracers do not immediately take effect when you pick them up. They sit in your inventory until you choose to activate them. The Icon of the Defender provides the ultimate protection against all forms of attack. While using this artifact, you are invulnerable to everything but a lethal fall or a ground spike (a very nasty trap). Obviously, because of its extreme power, the Icon of the Defender is quite rare, even in Deathmatch. Like the Dragonskin Bracers, the icon sits in your inventory until you choose to activate it.



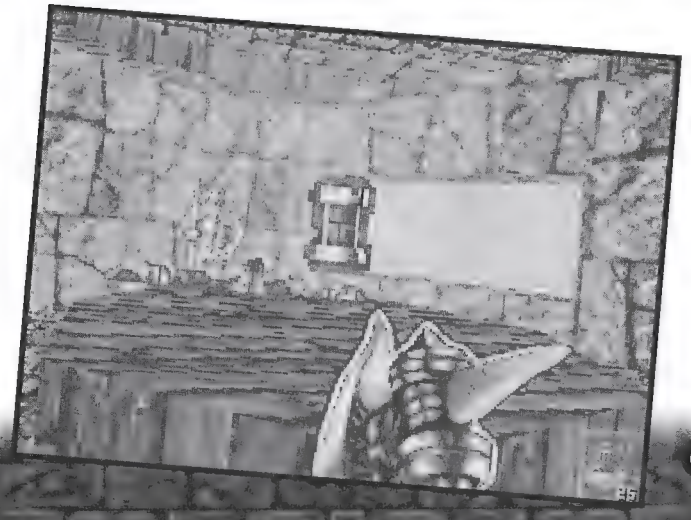
Artifacts and Equipment

You will find a variety of artifacts in *Hexen*, many of which produce slightly different effects when used by different characters. A little less emphasis is placed on artifacts in *Hexen* than in *Heretic* on the PC, but it's still important to know what each artifact does. Some artifacts, like the Icon of the Defender, are definitely superior when used by certain character classes. Others, like the Mystic Urn, provide great benefits regardless of which character class you play.

This section does not cover armor, although certain artifacts can greatly enhance your armor class or can make you nearly invulnerable, they are not considered armor. An item is considered armor only if it appears in the bottom right-hand corner of your Map screen when you walk over it (for example, the Helmet, Shield, Mesh Armor, and Amulet).

Healing and Protective Artifacts

These artifacts are among the most useful in *Hexen*. Healing and protection isn't the most exciting subject, of course—destruction is much more fun. However, your character's weapons hold the capacity to deal out a lot of destruction in a short period of time, especially if you attack without regard for your own safety. These artifacts help protect you as you fight with dangerous opponents and may save your life countless times



as you struggle to beat the game.

Note that on the easiest difficulty level, these artifacts activate automatically whenever you become severely injured! On medium and hard difficulty levels, though, you must keep track of your injuries and use these artifacts yourself.

None of these artifacts can raise your health above 100 points.

Quartz Flask

Quartz Flasks are common in *Hexen*. You often find them sitting in corners or hidden in breakable containers. Whenever you use a Quartz Flask, you get an instant +25 Health. This makes them extremely useful, even in Deathmatch. Try to conserve your flasks if you can use vials instead, thus saving the flasks for later.

Some players tend to overlook Quartz Flasks, but you should pick up every single one you can find. In tough battles in which you're in danger but don't want to use up your very best artifacts, you can select Quartz Flasks and use several of them through the course of the battle. This keeps you alive without wasting precious resources like the Icon of the Defender or the Mystic Urn.

Mystic Urn

Mystic Urns are quite rare, but that's hardly a surprise. When used, the Mystic Urn provides you with full health! Obviously, you want to save these artifacts for the very toughest battles.

Don't use the Urn when you have more than one-quarter (25 percent) of your health remaining, or it's a terrible waste. Of course, in the middle of a fight it's tough to keep track of your health. So if, after finishing a particularly rough fight, you only have a few health points remaining, you might opt to use the Urn instead of four Quartz Flasks. This way, you're more likely to gain the maximum healing benefits from your artifacts, rather than wasting Urns in battle when you're still at 30 percent or 40 percent Health.

Dragonskin Bracers

The Dragonskin Bracers look like armor and increase your armor class, but they are different from the other armor items (Amulet, Shield, and so forth). The bracers automatically transfer to your inventory whenever you walk over them. They do not go directly to your character's body. To reap the benefits of bracers, you must select them from inventory and use them. Also, their armor class bonus (four points) is cumulative, so you can use as many as you want, up to your character's maximum armor class.

Note that unlike regular armor, the Bracers have a timed effect. Since they only last a short while, it's best to use them when you know you face a tough battle ahead.

Crystal Vial

This is the weakest and most basic of healing items. The Crystal Vial gives you a quick infusion of +10 Health when you walk over it. Unlike the other items listed below, you cannot store the vial in your inventory for later use. Therefore, if you can choose between healing yourself with vials or with items in your inventory (such as Quartz Flasks), use any vials in the area, saving your flasks for a time when vials are less abundant.

Icon of the Defender

Undoubtedly the best artifact of them all, the Icon of the Defender renders you totally invulnerable to enemy attacks. It also can provide some additional effects, depending on your character class. Specifically, a cleric using the icon becomes partially invisible and, hence, tougher to see. This can be beneficial in Deathmatch. However, it is also somewhat of a liability in that the other players will always know when a cleric is using the icon.

Mages undeniably reap the best advantages from the icon, since they gain the ability to deflect all missile attacks! This ability makes it extremely easy to for mages to kill monsters that rely on missile attacks, and it can turn around an uneven Deathmatch scenario in a hurry. All you need is the icon, and you're ready to kill any opponent who uses high-powered missile weapons against you.

In regular play, Icons should always be saved for "boss" monsters like Heresiarchs and Korax.

Miscellaneous Artifacts

The artifacts listed below perform a wide variety of functions. Some help you greatly, while others provide only minimal assistance, but all of these items aid you in some fashion as you strive to defeat Korax. The rule of thumb with artifacts is to hold onto them until you absolutely need them. They are a limited resource, and novice players often use them as a crutch in battles they could win without the extra help. Examples include using the Dark Servant in a battle that isn't life-threatening, and activating the Krater of Might when mana lies on the ground nearby. Save your artifacts until you hit a truly frustrating situation; you'll be thankful that you did.

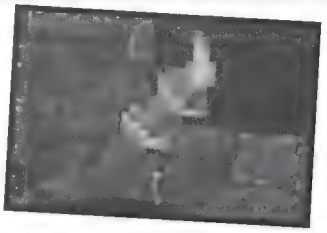
In Deathmatch play, the rules change somewhat. Since player death occurs so frequently, it's best to use artifacts whenever they might offer you assistance, because when you get killed, you lose your chance to benefit from them at all. For example, I have been ambushed on several occasions when I had an Icon of the Defender in my inventory but was unsure whether to use it or wait until later. In these cases, it would have been better if I had immediately activated the icon and gone looking for a fight.

Krater of Might

This mighty artifact gives you a full supply of blue and green mana. Since mana is fairly abundant in *Hexen*, you really should save the Krater for your toughest battles. Super-weapons are extremely mana-hungry, and it's a nice convenience when you can fire them until you're out of mana, then get an instant mana refill from the Krater.

The abundance of Kraters and similar items make most Deathmatches a mana-rich environment. With so much mana readily available, it's no wonder the super weapons tend to rule the day.

Torch



Perhaps the least fascinating of all artifacts, the Torch is nevertheless useful. When used, it lights up your surroundings to their maximum light value, so that everything looks pale and washed-out. But at least you can see what's going on.

Boots of Speed

When you use the boots, you gain a significant speed burst for a limited time. This is especially useful for the mage, who is pitifully slow and unmaneuverable. If you aren't used to high-speed dashing or you're still learning how to control your character's movements, you might find that the boots actually hinder rather than improve your mobility. The extra speed might send you flying into walls and skidding on icy terrain, so stick with your normal abilities until you can put the boots' extra speed to good use.

Wings of Wrath

The Wings of Wrath are great fun, though you won't be able to utilize them for most of your travels. In *Heretic*, the wings were strictly time-based, giving you the ability to fly for only a minute or two. Though this is still the case in *Hexen*'s Deathmatch, in normal play you get to keep your wings until you complete the current Hub.

You'll only receive wings near the end of a Hub, as a means of quickly back-tracking to areas you couldn't reach before. Even if that doesn't appeal to you, you might as well strap them on and get a bird's eye view of the carnage. You'll be stripped of your wings when you travel between Hubs, so use them or lose them.

Disc of Repulsion

The Disc of Repulsion is an artifact that can be useless or extremely powerful, depending on the circumstances in which you use it. The disc sends a shock wave out from your character's body, sending everything within a certain radius—including creatures, players and projectiles—flying away.

Creatures repulsed in this manner pop up into the air and sometimes, if they're smashed into a wall, even take damage. However, this alone isn't a good enough reason to employ the disc.

Use the disc when you're surrounded by enemies, and you need to escape. In Deathmatch, launch it when your enemy starts firing his super weapon at you, and you might be able to send the projectiles right back at him! But best of all, activate the disc when you're standing on high ledges or next to deep pits, where you can shove hapless creatures and players off the edge.

Finally, if you've collected a number of these items in Deathmatch, you might want to use several of them when you're at close range with your opponent, simply to disorient him. Each disc pops him up into the air for a second or two, and during that brief flight, he has no control over his movement. Take advantage and give him a beating!

Chaos Device

Using the Chaos Device teleports you to the beginning of the current level. The Chaos Device is most commonly applied during combat, when it's clear you're getting beaten and need to get away. By activating the device, you get to escape whatever is pounding on you, as well as the chance to heal yourself and to collect artifacts before trying the battle again.

Of course, that isn't the only way to use the Chaos Device. You can use it in mid-fall as you plunge to your death, thereby avoiding the impact. You can also use it in Deathmatch to taunt or provoke other players, wandering out into the open, then teleporting away when they think they've got a clean shot at you.

The Chaos Device is sometimes overlooked in Deathmatch, because players prefer to load up on offensive items rather than purely defensive ones. However, the Chaos Device is the best defensive artifact available, with the notable exception of the Icon of the Defender. The device can get you

out of the very worst situations, like when there are eight Wraithverge ghosts circling your head. It can also negate the effects of the Porkelator.

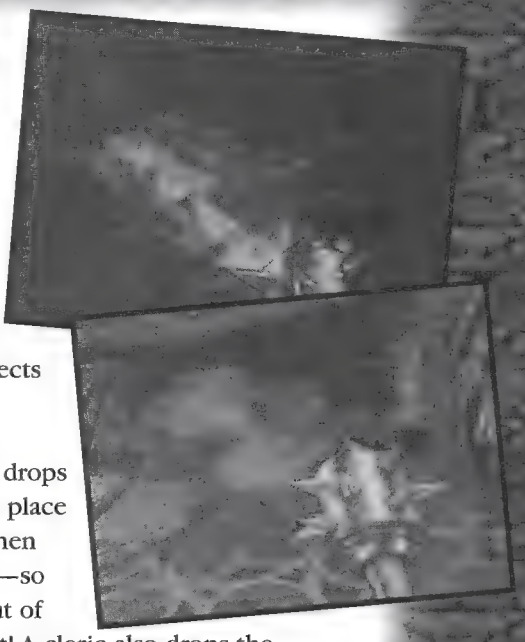
On offense, imagine how this device works if you are the one with Wraithverge. You spot your opponent, duck behind a corner, fire three consecutive Wraithverge shots in his general direction, and immediately teleport away. At best, you'll get a cheap kill as the ghosts home in on their quarry. At worst, you'll remain perfectly safe.

Banishment Device

The Banishment Device teleports your foes, rather than you. In some ways, this device is better than the Chaos Device; in other ways, it is worse. The main advantages this artifact provides in Deathmatch are surprise and irritation. You surprise your opponent by sending him somewhere else on the map, and you can really enrage him by sending him where he doesn't want to go. In regular play, the Banishment Device lets you send away the guardian of a treasure trove. Then, you can take all the useful and protective items it was guarding, and fight it later. Like the other extremely powerful artifacts, however, this device has no effect on "boss" monsters.

The negative aspects of the Banishment Device are numerous, but they all add up to the same thing: This artifact is less reliable than the Chaos Device. Since you must hit your opponent with the Banishment Device, the chance that you'll miss always exists. Also, getting rid of your foe doesn't rid you of the attacks he already produced, like Wraithverge or Bloodscourge projectiles. Finally, if you're facing a horde of opponents, this device can't get rid of them all.

The Banishment Device is a little more entertaining than the Chaos Device, but its usefulness is definitely more limited. Use the Banishment Device when you don't have a Chaos Device or whenever you prefer to toy with your Deathmatch opponents rather than killing them outright.



Flechette

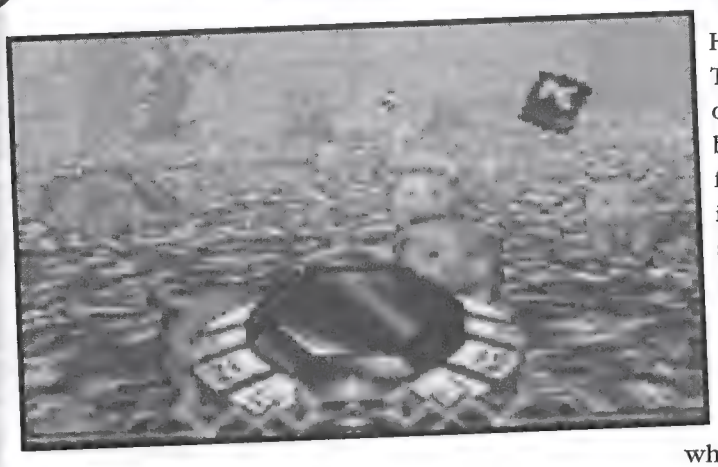
This is a small explosive artifact that produces different effects depending on which character class you're playing. When a mage drops the Flechette, it sits in place for a second or two, then explodes like a bomb—so make sure to move out of range after dropping it! A cleric also drops the Flechette at his current position, but when it detonates, it produces a long-lasting poison cloud that damages anyone who ventures near—even the player who dropped it. Fighters toss the Flechette a few feet in front of them, so that it acts like a short-range grenade.

The Flechette is not a terribly powerful artifact, but if you place it skillfully, you can damage creatures quite a bit—especially with the cleric's poison cloud effect. In Deathmatch, the Flechette is of minimal use, though occasionally a fighter without any distance weapons can finish off an opponent with a quick stream of Flechettes.

The Cleric Flechette can effectively paralyze foes with its multiple poison hits, and you can sometimes get cheap kills on Boss monsters if you attack them while the Flechette has them frozen!

The Dark Servant

The Dark Servant is one of the most entertaining artifacts in *Hexen*. When you fire the servant, it grows into a full-sized Maulotaur bodyguard who attacks everything but you. The Maulotaur lasts for 30 seconds or so and is a lot of fun, but its aim is poor. If your enemies are standing too close to you, its attacks will undoubtedly hurt you as well as your foes. If you fire the Dark Servant into a cramped location where it doesn't have room to grow, it remains in artifact form and you can pick it up again.



Despite the Maulotaur's poor aim, it's still great fun to use the Dark Servant. The Maulotaur distracts your enemies, drawing fire away from you. In Deathmatch it serves as a nice proximity alarm—homing in on nearby opponents and alerting you to their presence. It also fires at sneaky airborne opponents that you might otherwise have overlooked until it was too late.

You can perform a variety of other fun Deathmatch tricks with the Dark Servant. For example, you can turn the servant into a phantasmal pig by shooting it with the Porkelator. The newly created pig runs through the level, squealing the whole time, and your opponents will sometimes assume that it's a transmuted player. This draws their fire, so if you shadow the pig and take care not to be seen, you can often surprise your opponents as they attack the pig.

The Porkelator

Everyone loves the Porkelator. Turning your enemies into swine is great fun, and it's also a powerful offensive weapon. Creatures and players that have been turned into pigs are relatively helpless, since pigs possess very little Health and cannot use weapons or armor. They can, however, use artifacts, and they regain full Health points when the effect wears off. Therefore, if you throw a Porkelator at your opponent in the middle of a firefight, you can be relatively certain of your next solid hit finishing him off. Most players don't immediately realize they've been transformed, so you can often deliver the death blow before they even start to run.

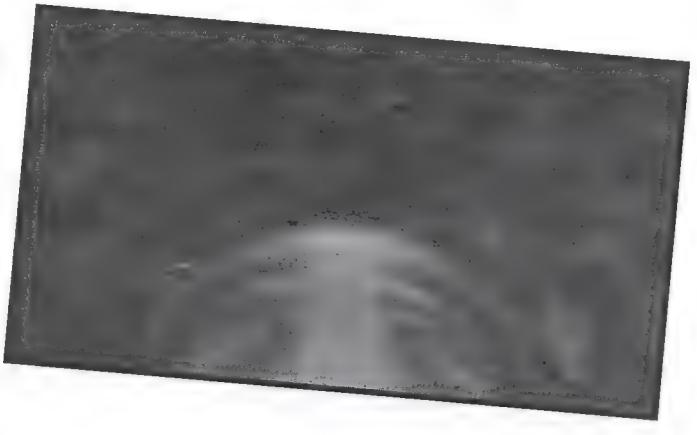
On the other hand, being a pig is no fun. You're fast but vulnerable, and your constant squealing alerts enemies to your presence. The only real advantage is your reduced size, which makes you hard to see and lets you crawl into certain places you cannot otherwise reach.

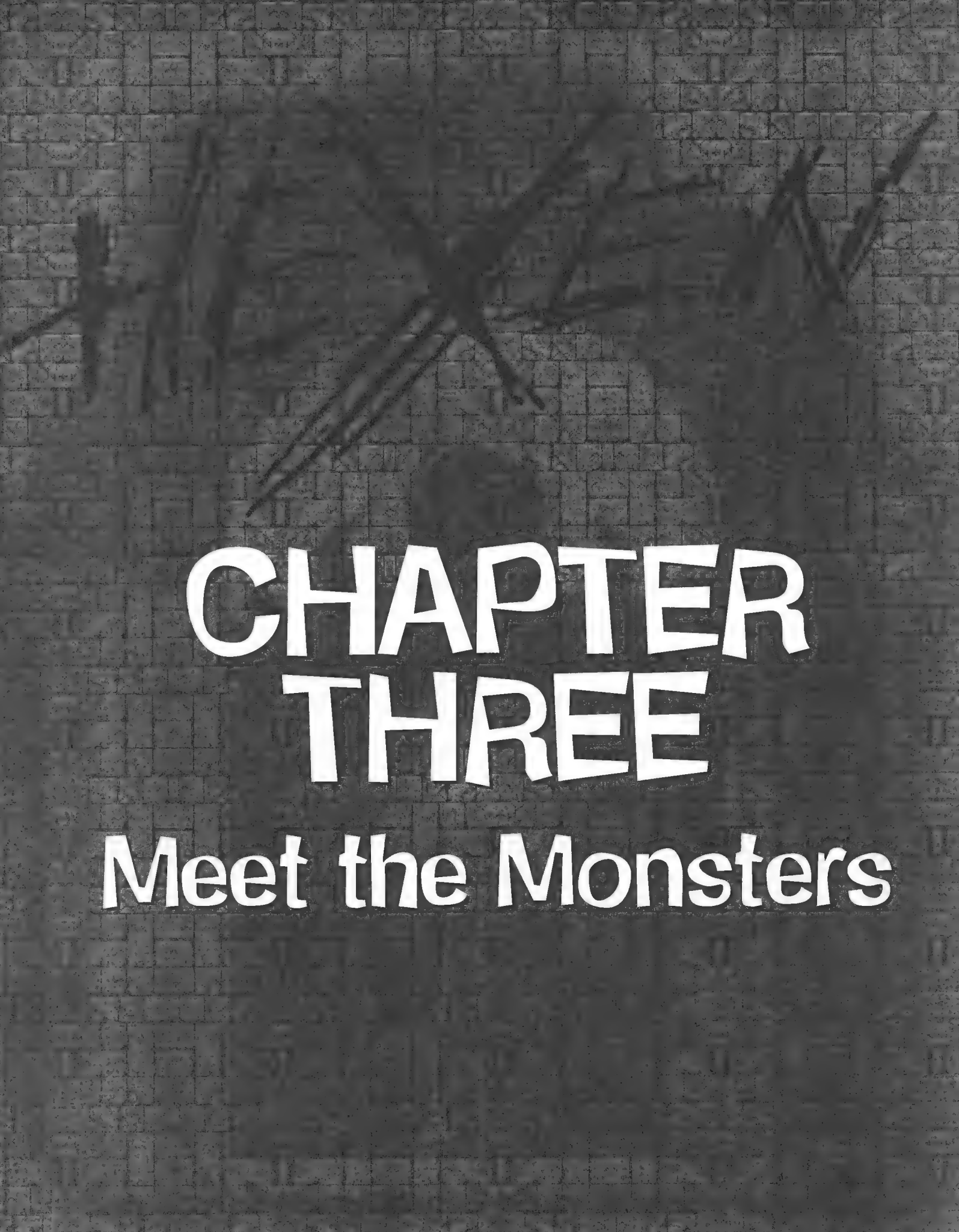
In Deathmatch, you need to take extreme caution when your foes have this weapon. Your full-charged super weapon and maximum armor class mean nothing if someone uses the dreaded Porkelator on you. Make sure to keep your Icon of the Defender and the Disc of Repulsion handy.

And no, don't even bother trying to shoot a Heresiarch or any other "boss" monster with the Porkelator. It won't work, because frankly, that would just make the game too easy.

Mystic Ambit Incant

This unusual artifact appears only in cooperative play, and effects all players within a short radius of the holder when employed. When activated by the fighter, the Mystic Ambit Incant bestows one point of armor on those nearby. The cleric likewise produces healing power, while the mage provides a mana boost.





CHAPTER THREE

Meet the Monsters

MEET THE MONSTERS

Hexen is a pretty tough game even without all the combat. There are hundreds of switches to throw, objects to find, and locations to investigate. Navigating Korax's fortress would still be manageable, though, if it weren't for one small detail... namely, the hordes of ravening beasts that appear around every corner and behind every door—howling, roaring, and clamoring for your blood.

Worse yet, you can never totally eradicate the creatures of *Hexen*. Lop off their heads, and another pack of them comes screaming back for more. Some players, especially perfectionists, are never completely at ease with this arrangement, because they like to kill all the monsters, which is physically impossible in Hexen. The monsters are ever-present, so you just have to learn to live with them when they don't pose a direct threat—and learn to kill them with great speed and skill when they happen to get in your way.

This chapter lists every creature in *Hexen*, from the weakest to the most formidable. Aside from factual information, like hit points and attack capabilities, we also subjectively rate each creature on its overall toughness and ability. Also, a brief strategy section provides details on how to efficiently dispatch each creature. Read on and learn well.

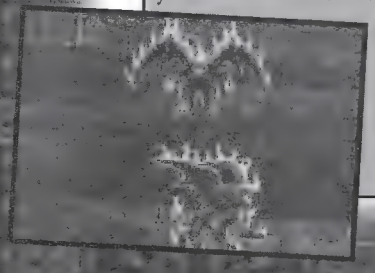
Bestiary of Common Creatures

This section includes an alphabetical list of every common creature in *Hexen*. By "common," I don't mean you find them all in great numbers. If you had to fight with hundreds of Heresiarchs, for example, it would be next to impossible to finish the game. In this context, a common creature is any creature that is not unique: In other words, it appears more than once in *Hexen*. Menelkir, Korax, and the Death Wyvern appear only once in the game and, hence, appear as "unique." Though Heresiarchs are incredibly tough and there are only two of them, they still can't be classified as unique.

Afrit

The Afrit, an extremely common creature, poses more of a nuisance than a major threat. These small, flaming gargoyles fire triple bursts of scorching projectiles. The projectiles are reasonably fast and powerful, especially if you allow all three of them to hit you. If you exercise caution and make good use of your strafe keys, you can usually avoid getting roasted. Always bear in mind, though, that a host of Afrits can be deceptively dangerous: Despite their low hit points, they deal out a lot of punishment.

Afrits are extremely difficult to hit, because they don't stay in one place for very long. They like to hover in one spot for a few moments, then veer off suddenly and occupy a new spot. If you wish to kill Afrits with missile weapons, you should attack at close or medium range and fire at them immediately after they move to a new position. Otherwise, they move just as you fire and will be out of your line of fire by the time your projectile gets there.



HIT POINTS	80
ATTACK DAMAGE	UP TO 8 PER PROJECTILE
OVERALL	Weak, but can be a threat if ignored or taken lightly.

● Strategy

Use fast weapons like the Sapphire Wand, since the swift Afrits often dodge slow projectiles. If you attack with slow projectile weapons, fire right after the Afrit has just moved.

When dealing with a horde of Afrits, try to enter a small, enclosed area with a low ceiling. That way, you force the beasts to approach you at a low and easy-to-see angle. This technique also works well when you use melee weapons. Fighting an Afrit in an open area can turn into a painful experience, especially if your only weapon is an Axe.

Always kill Afrits as soon as they appear. Unlike Ettins, which you can sometimes ignore, Afrits' mobility makes them a constant threat.

Centaur

Armed only with swords and shields, Centaurs might constitute a minimal threat if it weren't for their special defensive capabilities. When they raise their shields, Centaurs become totally immune to your attacks. Worse yet, they reflect missile attacks—so you can end up hurting yourself with your own Frost Shards or Serpent Staff projectiles.

Centaurs tend to immediately cover up once they've been hit. This means you are unable to kill them quickly! Repeated bashings and good timing often mean the key to victory. Remember not to fire powerful projectiles at them, because you might end up hurting yourself in a big way.

HIT POINTS	200
ATTACK DAMAGE	UP TO 10
OVERALL	Not too tough, but extremely pesky. Be patient.

● Strategy

Use melee weapons if you can, since your opponent can't deflect them back at you. Bash away with your Axe or drain away the Centaur's life with the Serpent Staff's close-range attack. The mage's Sapphire Wand is a projectile weapon, but it features a special piercing ability and, hence, cannot be deflected by the Centaur shields. So, feel free to hang back and plink away at Centaurs with the Wand.

The cleric's poisonous Flechette provides another useful weapon for attacking Centaurs, as its prolonged duration inflicts several hits on Centaurs. In fact, it's probably the easiest way to kill a Centaur.

Above all, be patient! Centaurs aren't so bad if you keep slightly out of their weapons' ranges and slowly wear 'em down.

Chaos Serpent

Chaos Serpents come in two flavors: a fire-breathing green variety and a poison-belching brown variety. They are comparable to one another in speed and strength, though the poisonous brown Serpents inflict more damage with their projectiles.

The Chaos Serpent is little more durable than a commonplace Ettin. What makes it nasty, though, is its fast and damaging long-range attack. It's always disquieting to face a horde of Chaos Serpents in a wide-open area, because you know you're going to take some serious damage if you don't start moving—fast.

Use the Chaos Serpent as a high-priority enemy, because its distance attack makes it a pain—literally—if you ignore it in favor of beating on other enemies.

HIT POINTS	250
ATTACK DAMAGE	5-40
OVERALL	Not too durable, but a Chaos Serpent can hand out damage in big chunks.

● Strategy

Fight the Serpents at long range if you can. Use your distance weapons and dodge their attacks by strafing. At close range, hide behind corners and pound the Serpent with tough melee weapons (Timon's Axe comes to mind).

If you get caught in an enclosed area with Chaos Serpents, run away if you get a chance. You do much better out in the open where your superior dodging abilities provide valuable assistance.

Dark Bishop

These robed nuisances can be a real pain to fight. They fire streams of projectiles with slight homing capabilities, so if you get caught out in the open, you'll find it very hard to avoid their attacks. Worse yet, they can fly and possess the ability to "blink" laterally, shifting position so quickly that your attacks are certain to miss. Finally, when they die, their bodies explode, and can damage nearby players.

Dark Bishops begin to appear in the Herisiarch's Seminary, and I'm sorry to say, they plague you constantly thereafter. The main thing to remember when fighting Dark Bishops is that their toughness does not match their capacity to inflict damage. So get up close and beat them to a pulp!

HIT POINTS	130
ATTACK DAMAGE	UP TO 4 PER PROJECTILE, BUT TONS OF PROJECTILES.
OVERALL	Nasty. Extremely nasty.

● Strategy

If you face Bishops in the open and can't find any cover, just charge in and do as much damage as possible. They can't take many strong hits and still survive. On the other hand, if you can find some decent cover, you're better off running into an alcove or hallway—preferably one with a low ceiling—and making the Bishops approach you from around a corner. If you're quick, you can kill them before they even get a chance to shoot.

Ettin

The two-headed, mace-wielding Ettin is the weakest creature in *Hexen*, and you see more of it than any other foe. When you've cleaned out a level and new monsters teleport in, you can be sure to find a horde of Ettins foremost in the crowd. The nice thing about Ettins is that you can sometimes ignore them. Their slow foot speed, short-ranged maces, and low hit points make them less than formidable opponents. While a large group of them can be a royal pain, Ettins rarely pose a serious threat to a skilled player.

Even the fighter's gauntlets offer a better range than the Ettin's Mace. Therefore, a player with room to move can just keep whacking away at the Ettin while walking backwards and eventually kill his two-headed foe.

A good rule of thumb is to kill any Ettins that get in your way and ignore the ones that don't catch up with you for a while. Ettins reappear quite frequently on most levels, so if you get too caught up in killing them all, it takes you forever to finish the game.

HIT POINTS	175
ATTACK DAMAGE	2-16
OVERALL	Pathetic and weak. Ignore them unless they get close.

● Strategy

Keep moving away if you must fight at melee range. Ettins stupidly follow you around and let you whack 'em. Flechettes work well against Ettins, but it is usually not worth it to waste a perfectly good Flechette on them! Remember, don't get obsessed with killing all of them, because they reappear frequently on most levels. Learn to relax even when Ettins do crawl around the level. Despite their good hit points and damage capacity, they don't pose as much of a threat as you might think.

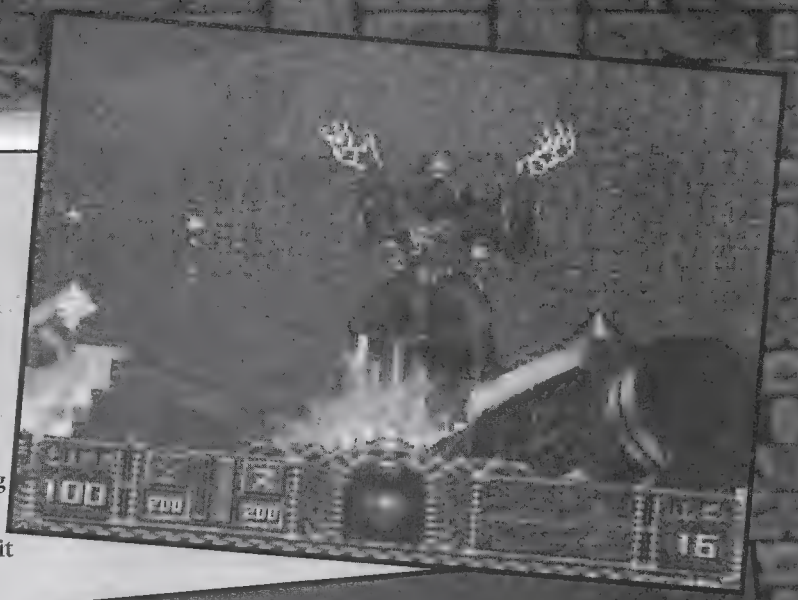
Heresiarch

Though the Heresiarch is an end-of-Hub "boss" creature, it is not unique: there are two of them in the game. Nevertheless, a lone Heresiarch is one of the single worst enemies you will ever face. Fighting a Heresiarch without a good supply of powerful artifacts and weapons is tantamount to suicide.

Heresiarchs can cast several spells, including two damaging spells. The first is a bolt of purple energy that inflicts massive damage when it hits you. The second produces red skulls that bounce across the floor, homing in on you until they finally hit their mark. These skulls don't inflict as much damage as the purple bolt.

The Heresiarch's incredibly potent protective spell mimics an Icon of the Defender in the hands of the mage. In other words, it makes the Heresiarch invulnerable to most attacks and reflects spells and missile weapons back at their caster.

The Heresiarch's final ability consists of a summoning spell that he uses to gate in Dark Bishops. These bishops fight loyally at the Heresiarch's side, making your job even tougher than it already is. The Heresiarch only uses this spell when he has been severely damaged.



HIT POINTS	5000
ATTACK DAMAGE	INSANE (SOME ATTACKS REACH 255 OR MORE POINTS)
OVERALL	Perhaps the worst opponent you'll ever face. In some ways deadlier than Korax.

● Strategy

Beating a Heresiarch without an Icon of the Defender is nearly impossible. You need protection badly, and the Icon is the easiest way to get it. By the same token, try not to use more than one Icon, because you really need to have two of them left when you confront Korax in the final battle.

You can't attack the Heresiarch with a constant stream of weapons fire and expect to inflict any damage. Why? Because he immediately casts his Defensive spell, and all those shots come back at you. Instead, run around and occasionally blast the Heresiarch while his Defensive spell is deactivated. You can tell when the Defensive spell is in operation, because a swirl of purple spheres circle around the Heresiarch's head.

The cleric's poisonous Flechettes can severely damage the Heresiarch, leading to one of the only easy ways to kill a Heresiarch. Namely, you turn on an Icon of the Defender, walk right up to the Heresiarch, drop several poison Flechettes, and back up a little bit. Lure the Heresiarch into the cloud. The Heresiarch starts to cough, then becomes momentarily paralyzed. If he failed to put up his Defensive spell before he entered the cloud, or if it wears off while he's still coughing in the cloud, he is rendered completely defenseless for a few seconds. Shoot him with your super weapon several times at point-blank range, and he will immediately die.

In general, ignore the Dark Bishops that the Heresiarch summons, unless you happen to be hiding and one of them wanders into your area. The Bishops just keep coming as long as the Heresiarch remains, so you're better off concentrating on the Heresiarch.

Reiver

Reivers appear only in the very last Hub, the Necropolis. When they do appear, they appear in hordes— more than a hundred of them. Now, even a hundred Ettins can create a huge pain; a hundred Reivers is definitely worse.

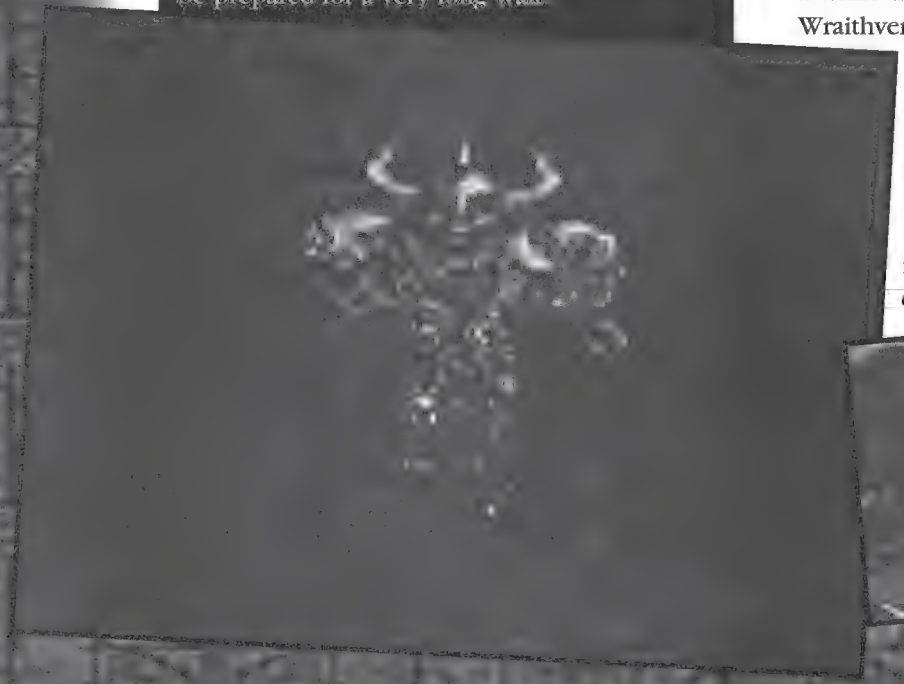
Think of Reivers as big Afrits. They shoot similar missiles, fly around with the greatest of ease, and dodge violently when attacked. The best way to clear them out is with weapons that produce explosions (like the Hammer of Retribution) or weapons that are guaranteed to kill multiple enemies (like Wraithverge). Otherwise, they swarm you.

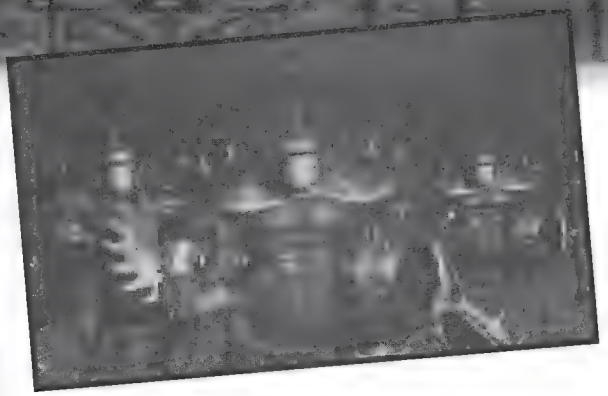
HIT POINTS	150
ATTACK DAMAGE	5-40
OVERALL	Pretty tough, especially in the huge numbers in which they like to appear.

● Strategy

These guys appear only in the Necropolis, so my advice is very location-specific. Hide in the alcove in which you started the game, then beat on those Reivers as soon as they start to enter the room. If you're playing the cleric you can use some Flechettes to trap the doorway, too. The general idea is to line the Reivers up by forcing them to enter the narrow mouth of the alcove, then knock them down as soon as they appear.

Just keep mowing those Reivers down, and eventually they stop coming back for more. But be prepared for a very long wait.





Slaughtaur

The primary difference between Centaurs and Slaughtaurs is that it's much easier to ignore a Centaur. Slaughtaurs can shoot concentrated energy blasts at you, so you can't ignore Slaughtaurs stationed on high ledges or otherwise inaccessible areas.

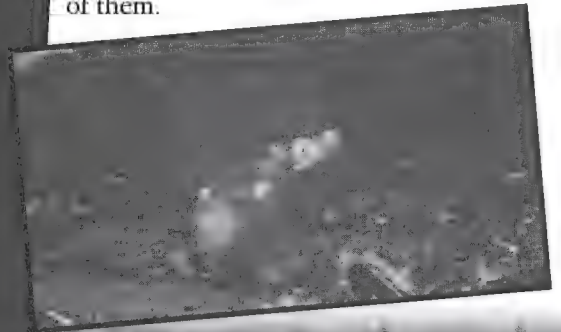
There really isn't any fast or efficient way to kill a Slaughtaur. You just need to develop a good sense of timing and try to hit them right at the moment they drop their shields. Cleric Flechettes provide a good way to kill them, as well as strong melee weapons, such as Timon's Axe.

HIT POINTS	250
ATTACK DAMAGE	UP TO 32 AT LONG RANGE
OVERALL	A huge pain. Deal with them as best you can or run away if possible.

● Strategy

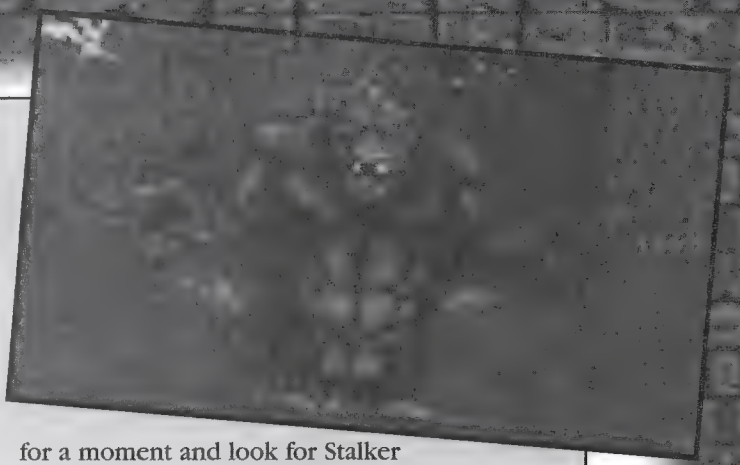
Don't shoot strong missile weapons at Slaughtaur, or you'll be sorry you did. Melee weapons and Flechettes are the best way to deal with them. Regardless of how you kill them, prepare to spend a while waiting for the shields to come down. Wraithverge is useful if you can get far enough away that the ghosts don't come after you when they're blocked.

The usual strategy of luring monsters around corners and through winding hallways applies here, as well. Also, remember, there's nothing wrong with running away if you encounter a horde of them.



Stalker

Stalkers aren't terribly tough, and they cannot walk on dry land. However, they can attack from a short distance and do a fair amount of damage. The main problem with Stalkers, though, comes from their ability to hide underwater and to pop up only when they attack. This makes conventional tactics useless when fighting a Stalker. Long-range attacks don't work, because they usually don't lift their heads out of the water—and you can't shoot what you can't see. Plus, Stalker leaders are capable of firing poisonous projectiles. Short-range attacks work just fine, but they usually involve taking collateral damage from the Stalker.



HIT POINTS	90
ATTACK DAMAGE	UP TO 40
OVERALL	Like Centaurs, Stalkers require patience to kill. A real nuisance.

● Strategy

Whenever you get to the edge of a pond or lake where you might find Stalkers (slimy or sludge-filled areas are their most common habitat), stop for a moment and look for Stalker tails swirling in the water. Ease slowly toward the water, and prepare to bash them immediately when they rear up to attack. Quickly sidestepping or retreating can sometimes save you from their counterattacks.

Cleric Flechettes are relatively effective against Stalkers, because their long-lasting poison effects can damage the Stalker as soon as it breaks the surface.

Stalkers are perhaps the easiest creatures to ignore, because they cannot follow you on to dry land. If you see an opportunity to simply avoid the Stalkers, don't be afraid to do so. On levels consisting mainly of swamp, however, this strategy does not work.

Wendigo

Wendigos are like frosty Ettins with a little less toughness and a much better attack. They fire twin balls of ice that shatter into damaging fragments when they hit something. Wendigos are easy to deal with individually, but their shattering attacks make them tough in groups. You sustain damage from hundreds of tiny ice shards, and that damage really adds up.

HIT POINTS	120
ATTACK DAMAGE	8 SHARDS, EACH DOING UP TO 8 DAMAGE
OVERALL	Pesky and tough in packs. Kill quick.

● Strategy

The usual tricks of hiding behind corners or fighting from long range generally work with Wendigos. If you get surrounded by Wendigos, just abandon all caution and charge in to kill a few of them. Their low hit points make them easy to kill with your character's #2 weapon (Serpent Staff, Timon's Axe, Frost Shards).

Yes, even though it might seem silly, Frost Shards does, in fact, damage Wendigos. So fire away.

UNIQUE CREATURES

These creatures appear only once in *Hexen*. As I mentioned earlier, Heresiarchs are in some ways tougher than these unique foes. But all of the creatures and individuals listed below are more than capable of sending you to your doom.

Death Wyvern

The first "boss monster" you encounter is the Death Wyvern. The Wyvern dwells in a huge cavern filled with lava with a narrow rock ledge around the perimeter. It never leaves this cavern. Rather, it flies back and forth with the greatest of ease, pummeling you all the while with its flaming breath attacks.

Aside from the power of the Wyvern's breath, you must contend with its excellent dodging skills. Though it doesn't move erratically like an Afrit, it does fly very quickly. It takes most players some time to learn how far to lead it with their ranged attacks.

HIT POINTS	640
ATTACK DAMAGE	UP TO 128
OVERALL	Tough, but manageable if you use a sound strategy.

● Strategy

If you use the Wings of Wrath, you can chase the Wyvern and get right on its tail. Since the Wyvern is a true flying creature—in other words, it does not float magically, it actually flies—it cannot simply stop in mid-air and turn around to face you. Instead, it must angle toward you. If you follow it tenaciously, you can stay on its tail and pummel it with relative ease.

Another strategy is to hide in one of the tunnels that lead to the Wyvern's cavern, then dash out and fire your most powerful weapon a few times before retreating into the tunnel again. This isn't the fastest way to kill the Wyvern, especially if you're having trouble hitting it, but it certainly is the safest.

The key to fighting these enemies is to develop a sound strategy. Although you can get away with mindless hacking and slashing against Ettins and their ilk, that simply doesn't work against the unique creatures of *Hexen*.

Zedek

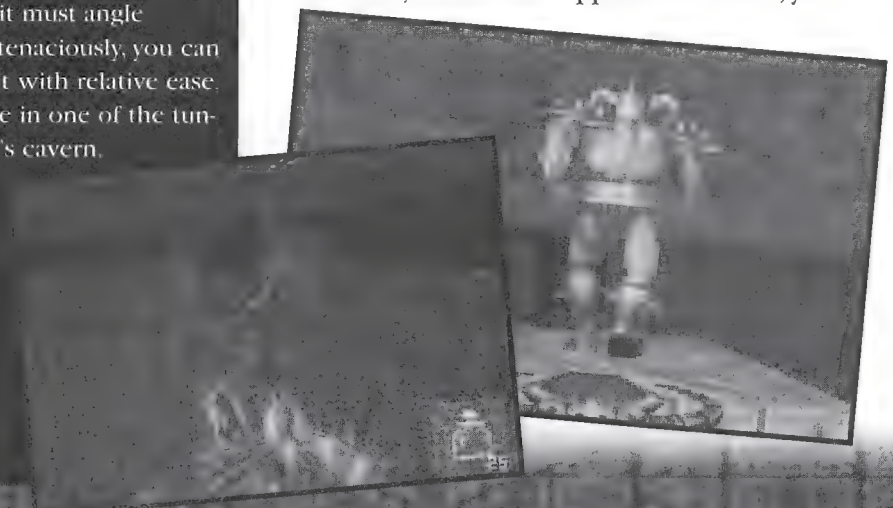
Zedek, the leader of the Legion, is a powerful warrior and a deadly foe. Fortunately for you, though, he doesn't hold all the great artifacts you do, and he isn't a terribly imaginative fighter. Sure, he pounds you with his Quietus if you give him a chance—the key is, don't give him a chance!

Fighting Zedek is a lot like fighting another human in Deathmatch, though as I just mentioned, Zedek lacks the intelligence and resources of a human fighter. Mainly, his speed surprises you, especially if you aren't accustomed to playing Deathmatch with your friends.

HIT POINTS	800
ATTACK DAMAGE	(QUIETUS)
OVERALL	Tough if you let him live. Try to kill him with a powerful first shot.

● Strategy

When Zedek arises from the depths of his tomb, he always faces a certain direction. As soon as he's fully elevated, he starts to run. If you have difficulty killing Zedek, the next time you fight him, make a mental note of the direction he faces when he starts the battle. The next time you enter his tomb, stand on the opposite side. Then, you



get a clean shot at his back when he rises—and one clean shot with a super weapon is almost enough to finish him off.

Yes, this is a very dishonorable tactic, but it exemplifies the best strategy for fighting Zedek and the other two Masters. Kill them quickly, before they get a chance to do any real damage.

Don't waste a useful Icon of the Defender on Zedek. Save it for later, when you do battle with Korax.

Traductus

Grand Patriarch of the church and all-around meanie, Traductus can be a difficult foe. He sports a Wraithverge just like your own and isn't afraid to use it. It's hard to get in a cheap shot when Traductus first appears on the scene, so prepare for a real fight.

HIT POINTS	800
ATTACK DAMAGE	(WRAITHVERGE)
OVERALL	Not so bad if you read the strategy found below.

● Strategy

You find plenty of Discs of Repulsion scattered throughout Traductus' tomb, and that's no coincidence. Gather them up and get ready! When Traductus fires his Wraithverge at you, use these Discs to repel his ghosts and send 'em back to plague their owner. If you collect lots of discs and correctly time their use, you might be able to kill Traductus without firing a single shot. Just keep sending those ghosts back at him!

Normally, you don't need an Icon of the Defender when you fight Traductus. The Discs of Repulsion suffice. If you run out of discs, then a good stock of Quartz Flasks should keep you alive as you pound him with your super weapon.

Menelkir

Menelkir can be a royal pain, since you can't turn his weapons against him as easily as Traductus' Wraithverge. Also, you can't ambush Menelkir as easily as Zedek. Still, if you're fast and skillful, you can usually defeat Menelkir without using all your best artifacts.

Of course, that doesn't mean you won't die several times in the process. Bloodscourge is an incredibly powerful weapon, and a single direct hit typically results in your downfall. Good luck!

HIT POINTS	800
ATTACK DAMAGE	(BLOODSCOURGE)
OVERALL	Very tough. You need to try for an early knockout.

● Strategy

As with the other Masters, you should try to kill Menelkir without using an Icon of the Defender. Discs of Repulsion work fairly well as defensive artifacts, since Bloodscourge fires powerful, concentrated fireballs that are easily repelled. This only works effectively if you hold a good supply of Discs, however. Since the Discs aren't that useful in the early stages of the game, you should acquire a decent stock of them by the time you finally fight Menelkir.

The cleric can often win against Menelkir by simply running around near the walls and firing Wraithverge with reckless abandon. The ghosts home in on Menelkir and do their damage, while Menelkir's Bloodscourge missiles often hit the wall and do only a fraction of their damage to you.

Try to get a good shot at Menelkir when he first appears. If you can do that, you should be able to survive the combat.

Korax

Korax is the second Serpent Rider, and defeating him is your ultimate goal in *Hexen*. When you finally reach his stronghold, you might be intimidated by his appearance and lose to him several times before getting it right. However, once you figure out how he likes to fight, you should be able to defeat him with relative ease if you have at least two Icons of the Defender.

Korax fires multi-colored blasts from his many arms. These blasts converge into a single, concentrated ring as they fly farther and farther away. Getting hit with this ring either kills you outright or comes awfully close, so be prepared!

Additionally, Korax can manipulate his environment by causing various traps to appear: huge spikes from the floor, fireballs from the ceiling, and lava pools around you. All in all, he just loves to make your life difficult.

Korax can also teleport out of harm's way, but this isn't as hard to deal with as the Heresiarch's protective spell. You can inflict massive amounts of damage to Korax in a limited amount of time, just so long as you carry protective items that let you absorb the incredible damage Korax himself can dish out.

HIT POINTS	5000
ATTACK DAMAGE	VARIABLE BUT ALL EXTREMELY TOUGH
OVERALL	Arguably the toughest monster you face in *Hexen*.

● Strategy

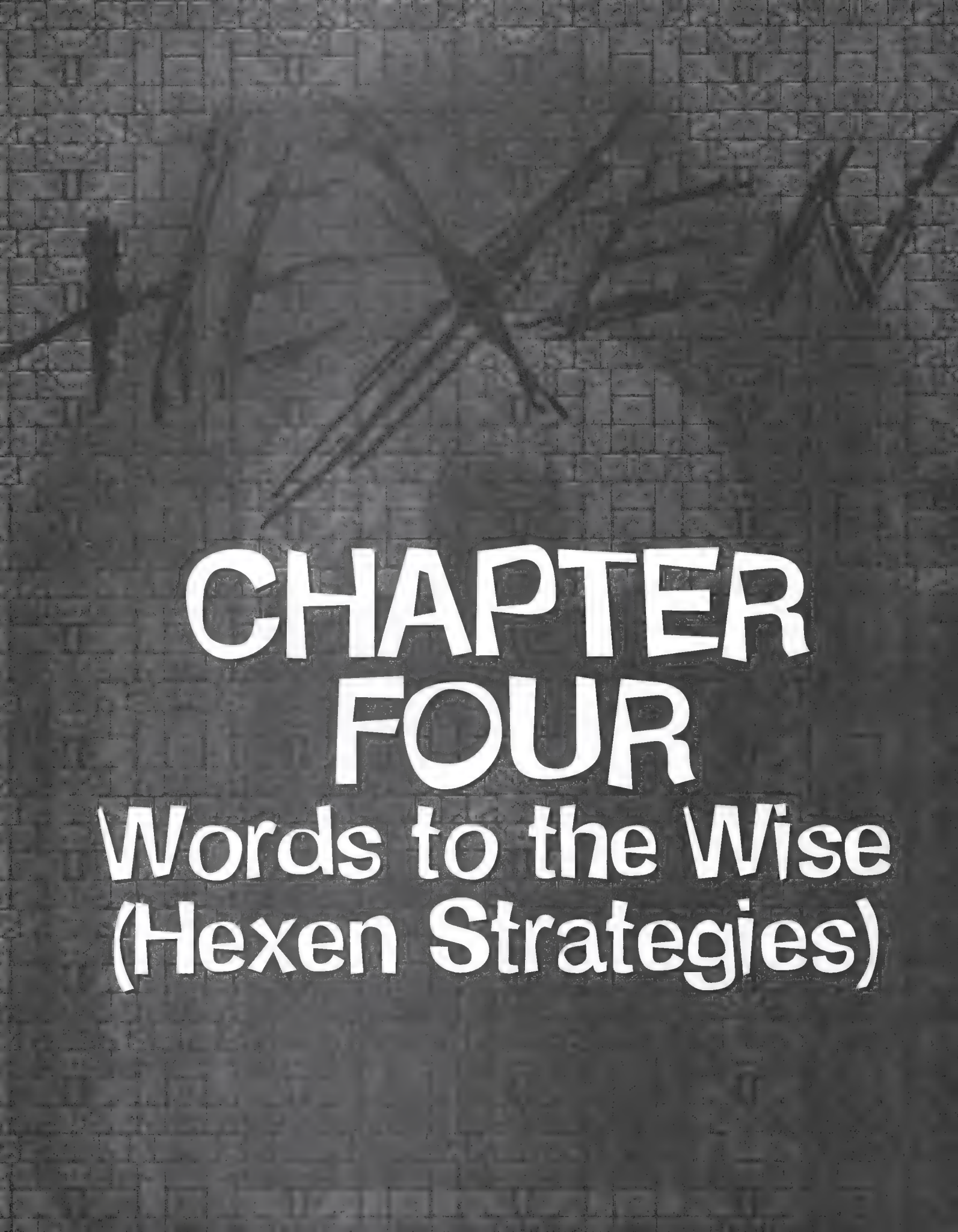
When you first find Korax, activate an Icon and run right up to him (avoid the ground spikes, though, since these traps can kill you regardless of the Icon). The Icon lets you ignore just about everything, including Korax's missiles and most of the traps around you. Beat on Korax at point-blank range with your super weapon until he teleports away and releases a horde of Ettins and Centaurs. Kill these smaller creatures as quickly as possible; you should still have a little time left before your Icon disappears.

Once all these creatures are dead, a new door opens up, and you can once again confront Korax. Peek inside the new room and fire at him a couple of times. He teleports to several different locations.

Activate a second Icon and beat on Korax some more with your super weapon. Don't try to run too close, or he simply teleports away. Fire at him from medium range, and eventually you should be able to kill him.

Ghostly Chaos Serpents will appear to nag you during this phase of the battle, but just ignore them. Concentrate on Korax!

Even in death, Korax is deadly. Stay away from his body as you defeat him, or the angry spirits that fly from his corpse will damage you.



CHAPTER FOUR
Words to the Wise (Hexen Strategies)

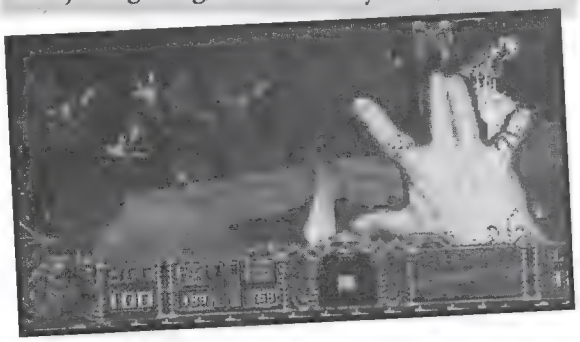
WORDS TO THE WISE (Hexen Strategies)

The later chapters of this book comprises a detailed walk through of *Hexen*. Even with the walk through at your fingertips, though, *Hexen* is not an easy game to beat. You must still fight numerous battles and surmount a variety of physical obstacles, which makes completing each Hub's puzzles and advancing to the next set of levels more difficult than it might appear. This chapter covers winning strategies for a variety of situations in *Hexen*, from combat to obstacle courses, puzzles, and all manner of tricky situations.

The first part of this chapter deals with combat, pure and simple. Mastering your character's movement, getting the most from your weapons, employing useful combat strategies—all of these things help you win more battles in *Hexen*. The second part of this chapter deals with obstacles and physical tasks, such as leaping chasms and navigating damaging terrain. The final section reviews some techniques that keep you from getting stumped by the puzzle aspects of the game.

Combat

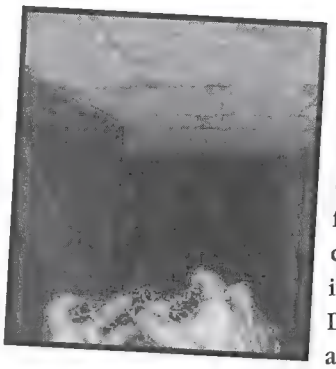
Combat in *Hexen* is relatively straightforward, and you can go a long way without giving it much thought. However, unless you play at the lower difficulty levels, you are guaranteed to eventually run up against an enemy that's extremely hard to beat. This section looks at a wide variety of techniques to improve your combat skills. If you're stuck or frustrated with combat, look over this information before resorting to cheat codes or adjusting the game's difficulty level.



Control

Your ability to win a fight depends, to a surprisingly large degree, on your control setup. You need to find a button arrangement that works well for you, then play with it long enough to memorize the location of all the commands. Different players use different configurations, and there's certainly nothing wrong with that. However, some arrangements provide greater versatility than others, so you should carefully consider your options before choosing a particular setup.

Combat Movement



Hexen's characters are somewhat slower than the marine from *DOOM 64*. This means that fast footwork isn't quite as powerful as it was in that game. Don't pick the mage and expect to dance circles around the Death Wyvern, because it just isn't going to happen. Movement is still extremely important, though. If you don't make the most of your character's movement capabilities, then you encounter difficulty winning all but the easiest battles.

Here are some tips to remember about movement:

- You should run, rather than walk, most of the time, especially if you're playing the cleric or mage. Obviously, you want to take it easy when you're walking on a narrow ledge or jumping from rock to rock in a tricky location. But otherwise, you need to make full use of your speed.
- Strafing (moving laterally) is an extremely important part of *Hexen*, and you really miss

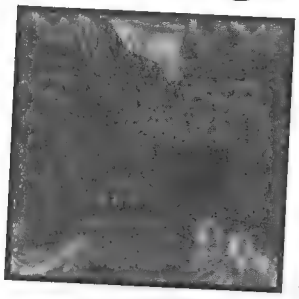
out if you never use your strafe keys. These keys allow the absolute best way to dodge incoming projectiles, because they let you move quickly but don't force you to turn your head and lose sight of your target.

- Prepare to run out of a dangerous area at any moment. Often you find that traps teleport new monsters right up close to you, and you're better off running to more favorable ground, rather than letting them close in and fight you on the spot.

Movement Tips and Tricks

You might find these few movement-related tricks useful—feel free to try them or ignore them. Deathmatch games are the perfect place to test these strategies to see if they do you any good.

Running in Circles



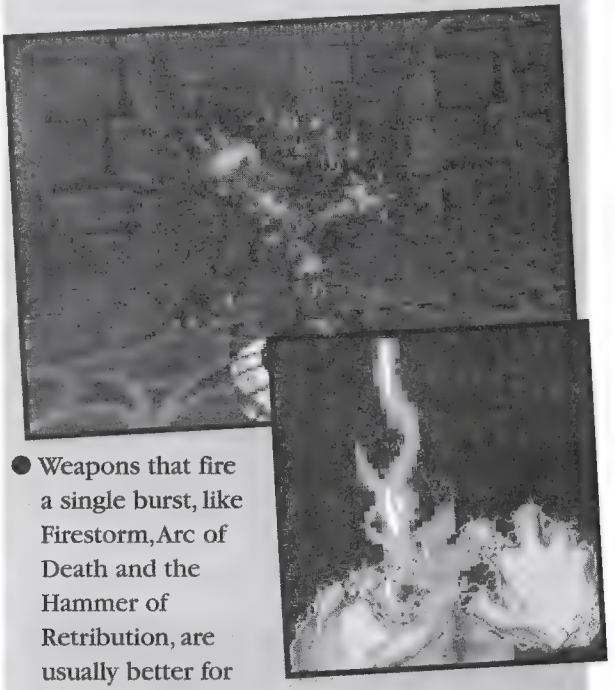
Strafing left while moving right or strafing right while moving left gives you a great way to circle your target in an open area. You get to move very quickly but keep your target in your sights, so you can blast away with impunity and seldom get hit in return.

Start the game and go into a level with a wide-open area. Find a rock, pillar, or similar obstacle in the middle of the open space and line it up in your sights. Then press Left Strafe and hold it down. You begin to slide to the left, and the rock slowly moves toward the edge of your screen. Now, while still holding down strafe, start tapping on the Right direction button. This turns you inward as you continue to slide left, keeping the rock in your sights. If that rock is a monster or another player, this puts you in pretty good shape, because you're moving quickly enough to avoid most of their attacks, while keeping them squarely in your sights.

This maneuver works best if you run while you perform it. So practice until you can do it effectively while moving at full speed.

Getting the Most out of Your Weapons

Weapons play an essential part in any fight. Read Chapter Two to learn about each weapon's quirks and distinctive characteristics. Here are a few other things to bear in mind when selecting and using your weapons:



- Weapons that fire a single burst, like Firestorm, Arc of Death and the Hammer of Retribution, are usually better for killing monsters than rapid-fire weapons, like the Serpent Staff. These weapons let you focus on hitting your target with a single, damaging blow, and then you can take evasive action until you choose to fire again.
- Flechettes are very useful when you're fighting monsters in a hallway or beyond a doorway. Put Flechettes in these cramped, narrow areas for maximum effect. Also, if you like to get the most value out of your Flechettes, you might try playing the cleric. Poison Flechettes from the cleric are great at damaging all monsters and are perhaps the single best way to kill Centaurs and Slaughtaurs.
- Put away weapons like the Hammer of Retribution and the Firestorm when you travel through enclosed areas. Timon's Axe and the Serpent Staff serve you better at close range.
- Whenever possible, engage in long-distance battles. Weapons like the Serpent Staff and

Frost Shards use very little mana and inflict good long-range damage, and long-range battles allow you to dodge enemy attacks quite easily. Remember to strafe!

Obstacles and Difficult Terrain

Many of the obstacles you encounter in *Hexen* fall into a few basic categories. The list identifies these common obstacles and provides a few tips for navigating them. However, whenever you face a difficult obstacle, don't rely solely on these tips—make sure to save your game before proceeding.

Readjusting Terrain

Often, picking up a certain item or throwing a particular switch triggers changes in the world around you. It's generally a good idea to stay right where you are and observe these changes until they appear to be completed, rather than dashing away in hopes of escape. Many of the deadliest traps in *Hexen* can be avoided if you proceed with patience and caution.

Cliffs and Deadly Falls

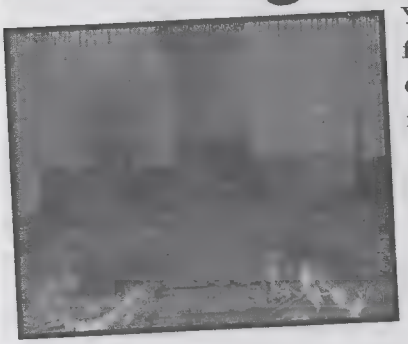
Carefully study every jump before leaping. Some jumps require a running jump, whereas others require a walking jump. Several pits and chasms don't require a jump at all. Kill any monsters that happen to wander or fly around. They can be terribly distracting, and in some cases, they can affect your jump.

Always look down before performing a difficult jump. You automatically look up again as you leap, so don't worry about missing what's around you. It's more important to look at the ground, so you know exactly where the ground ends and the pit or chasm begins.

Once you land your jump, prepare to quickly tap the Down button to slow your forward momentum. In many cases, you won't get the luxury of a large landing area.

Finally, after landing from your jump, hold still for a moment and take stock of your situation. Players who successfully leap to a small precipice often start to prepare for their next jump too soon. They don't first look down and establish where they landed before they start to move, and often, they end up falling to their deaths.

Crushing Terrain



You will frequently encounter a room or hallway filled with crushers. The key here is simply to exercise patience. Wait there and watch the crushing blocks for half a minute or so. Learn their timing. If you need to run through a large area filled with crushers, you should also look for safe spots. Even if you save the game beforehand, you can often traverse crushing terrain more quickly if you investigate it thoroughly the first time, rather than dashing into it and repeatedly getting killed.

Lava and Water

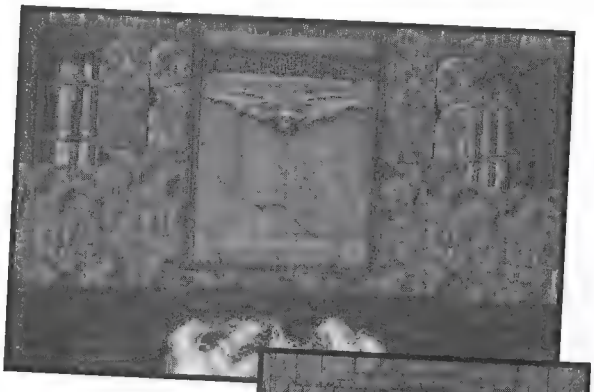
Occasionally, you fall into a pit of lava or damaging terrain, but the fall doesn't kill you. In this case, you just need to dash around as quickly as possible, looking for elevators or stairs that lead back up. There are very few places in *Hexen* where you become trapped in lava or damaging terrain and are provided no way of climbing out. Usually the initial fall causes enough damage to kill you outright—otherwise, an escape route exists somewhere, if you can just find it.

Water and slime don't damage you, but they can drag you around and cause inconveniences. Sometimes, it's helpful to follow a water current and see where it leads, but occasionally it leads to a fatal drop-off. If you do plan to follow a water current, make sure you're looking ahead at all times and prepare to quickly hit the brakes.

Solving Puzzles

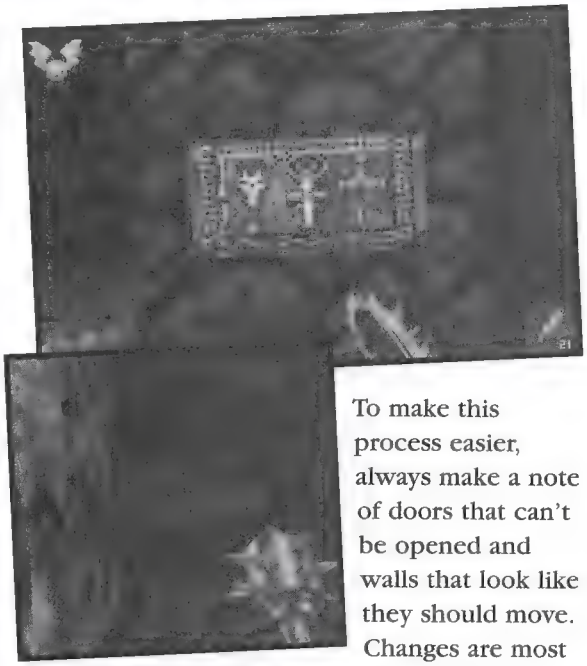
No hard and fast rules exist for solving *Hexen*'s puzzles, but if you follow a few basic principles, you'll find it much easier to figure things out and advance from Hub to Hub. Much of this advice is just common sense, but some of it is specific to the *Hexen* environment.

Throw every switch you find. Also known as the I-never-met-a-switch-I-didn't-like principle, this rule states that you throw every switch, take every item, pick up every key, and generally tinker with every object you find. Every once in a while, you hit a switch or take an item that triggers a nasty trap—but nine times out of ten, you perform a useful task. Even when a switch activates a trap, it usually does something useful, as well—such as opening a critical door or revealing an important key elsewhere on the level.



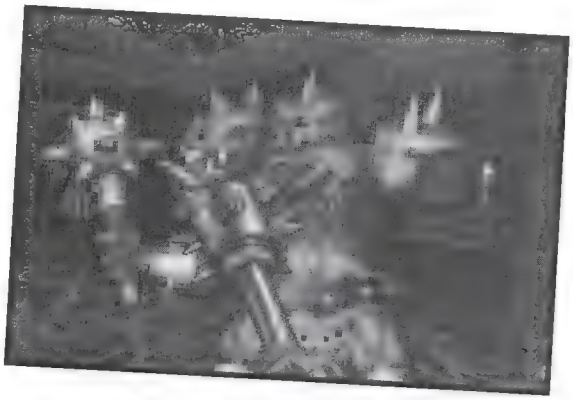
Leave no stone unturned. When you find an area that looks barren or pointless or an empty room with nothing useful inside, it probably is not useless at all. Go check it out. If you still can't find anything, then make a mental note of it. You can bet it will serve some purpose later.

Investigate old areas again and again. The Hub structure of *Hexen* dictates that you will spend lots of time covering old ground, looking for new developments. If you get stuck, you can almost always get the game moving again by methodically checking all the places you've already been for switches and keys you might have overlooked, and for new developments that occurred since you were last there. This isn't always a fun process, but it is extremely effective if you're thorough.



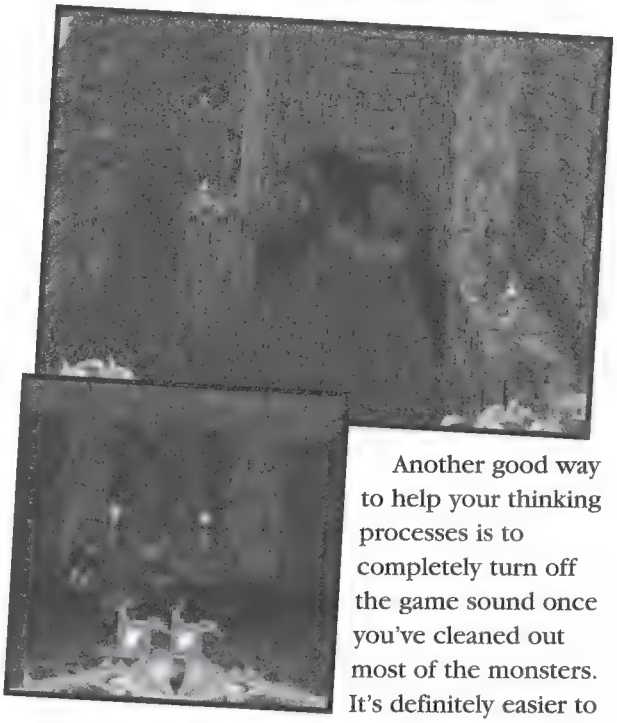
To make this process easier, always make a note of doors that can't be opened and walls that look like they should move. Changes are most likely to occur in these places, and if you remember where they are, you can save yourself a lot of needless searching.

Look for an overall pattern. Each Hub tends to have a central theme. In Seven Portals, you need to throw the switches that (gasp) open up the level's seven portals. In Shadow Wood, you need to collect keys and throw several switches to open the door to the Hypostyle. Look for these patterns, and suddenly your quests shape up. You'll find that a quest is much easier when you know exactly what you're trying to do.



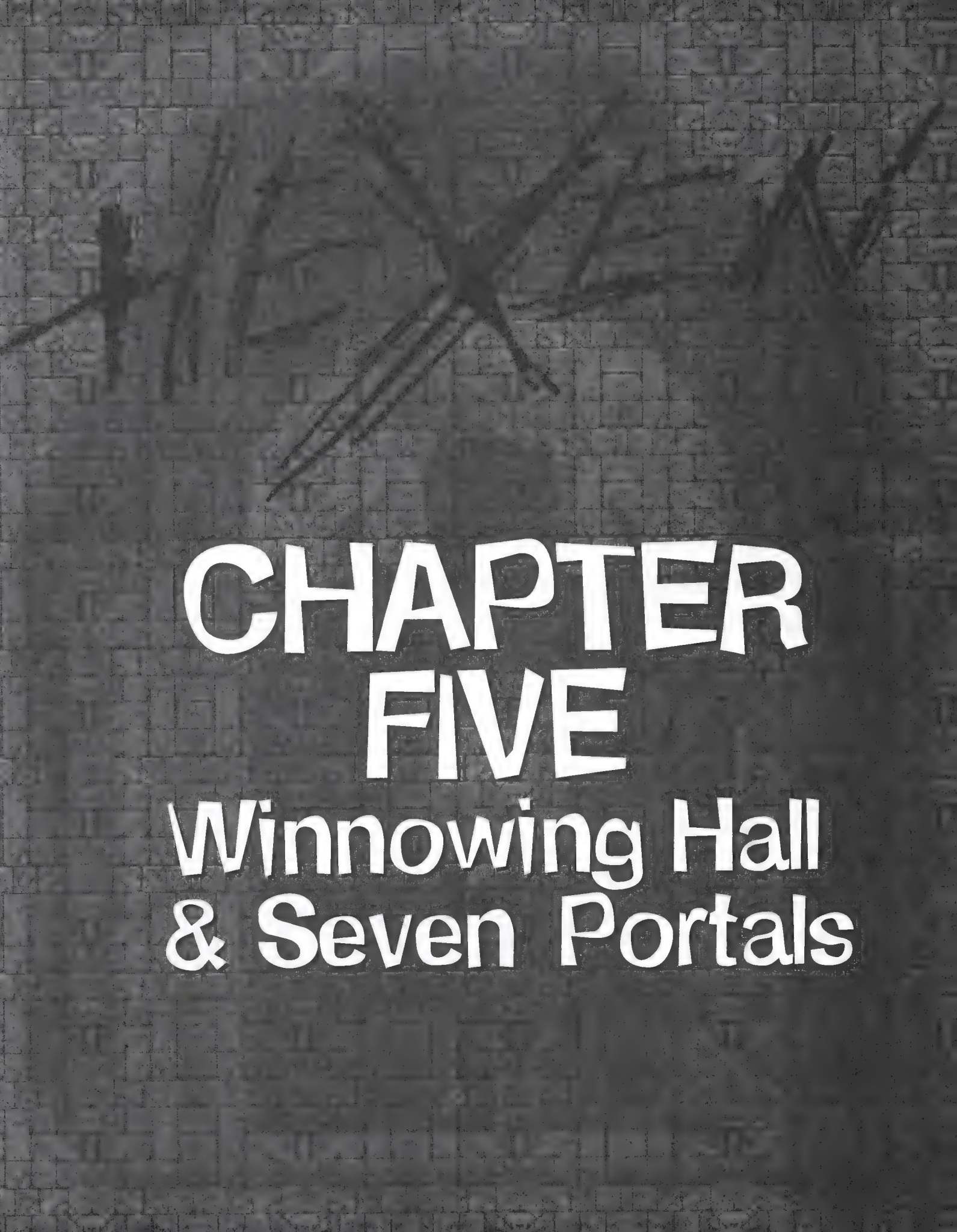
Clean out the monsters first. Figuring out *Hexen* is hard enough without having a bunch of monsters chasing you around. Since new monsters constantly reappear, you can never completely clear out a level. But if you get rid of the level's initial occupants, the new ones are very easy to deal with, and it's easier to pay attention to your surroundings.

If you have trouble thinking with all those monsters roaming around, you might consider cleaning out the level first, then using the cheat code to enter God Mode for a while (see Appendix A). It's much easier to concentrate on puzzles when those Ettins clawing at your back can do you no harm.



Another good way to help your thinking processes is to completely turn off the game sound once you've cleaned out most of the monsters. It's definitely easier to think clearly without all those growls, hoots, groans, and bird calls distracting you.

Cheat like crazy. When all else fails, turn to the later chapters of this book. They feature an explicit walk through of every Hub in *Hexen,* and will get you through any tough spots that threaten to ruin your enjoyment of the game. Alternately, look to Appendix A for some extremely useful cheat codes.



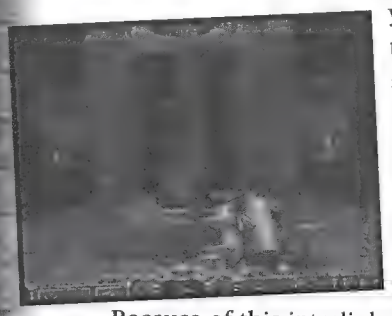
CHAPTER FIVE

Winnowing Hall & Seven Portals

Winnowing Hall and Seven Portals

This is where the bulk of the book begins, with a walk through of *Hexen*, from beginning to end. If you're having trouble with a particular Hub or wondering if you missed anything important along the way, use these solutions and maps to set yourself back on the road to victory.

Hexen's levels do not stand alone. Rather, it's constructed around several large Hub levels that each provide access to many sub-levels. Typically, you travel between this central section and its sub-levels several times before completing the entire Hub. Once you open a door to the next Hub, you need never return.



Because of this interlinked level structure, it would be confusing to deal with each level separately, so each of the following chapters concentrate on a single Hub and its sub-levels. Think of each Hub as a single, massive level, with sub-levels as its individual parts. The only exception is Winnowing Hall, the very first level, which introduces *Hexen's* gameplay and stands completely alone.

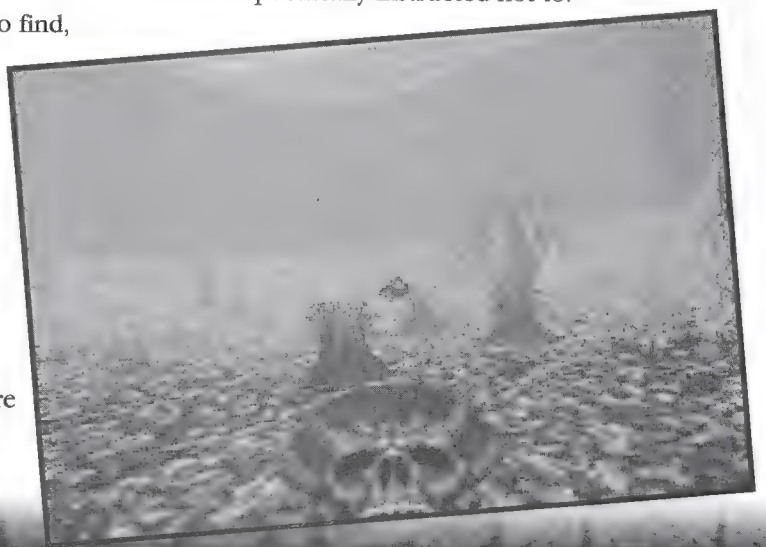
Unlike *Doom 64* and its predecessors on the PC, *Hexen*'s maps do not have specific "secret" areas; certainly, some places are difficult to find, but you need to discover most of them simply to advance to the next Hub. In other words, fully exploring each level—except for a single secret level attached to each Hub—is now mandatory.

In keeping with this philosophy, this walk through is a direct solution. Maps don't show the location of every Crystal Vial and chunk of Mana. Instead, key locations are numbered in roughly the order you need to visit them (though there are some major exceptions). Particularly useful items are also numbered on the map, but most important equipment is gathered as you go along. Don't be afraid to take time out from the walk through to gather Crystal Vials, Flasks, Mana and so on.

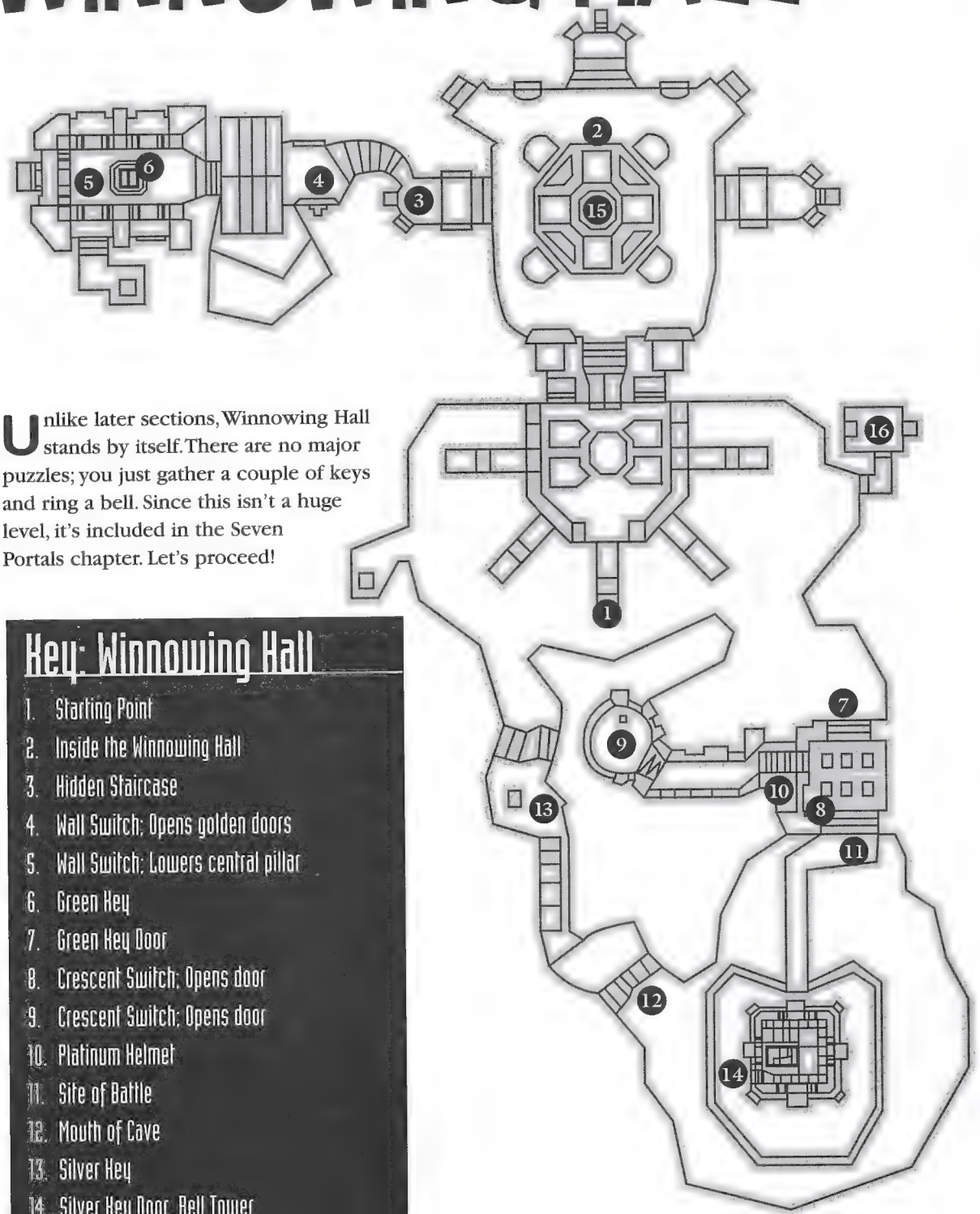
Each Hub includes a secret level. Though exploring them is not mandatory, it is recommended. Following the walk through enables you to automatically perform all the actions necessary to open the gateways to these secret sections. After you solve a Hub, you're given the choice of entering the secret level or proceeding directly to the walk through of the next Hub.

A final note about character class: The weapons of each class are different, and *Hexen* can be played at several different levels of difficulty. This walk through uses the cleric at the default difficulty level (Acolyte). If you use different character and/or difficulty setting, you may notice slight differences between the walk throughs and your actual experiences. For example, rather than discovering five Ettins and an Afrit at a particular point, it could be only two Ettins, or perhaps eight Ettins and three Afrits. Also, weapons sometimes appear in different locations. Don't worry about these small differences; they're to be expected.

Finally, feel free to explore. These directions only guide you through the most important points of each map, so small artifacts are rarely mentioned. Pick up any useful objects you notice, unless specifically instructed not to.



WINNOWING HALL



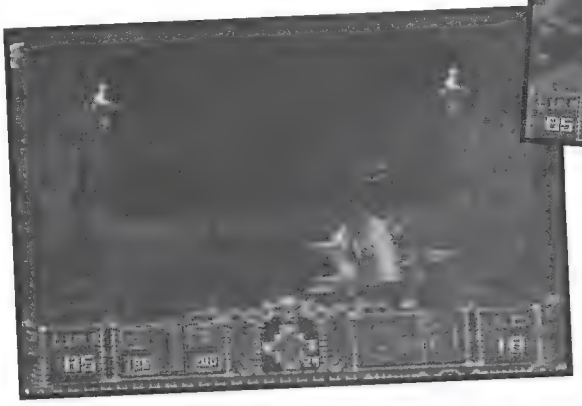
Unlike later sections, Winnowing Hall stands by itself. There are no major puzzles; you just gather a couple of keys and ring a bell. Since this isn't a huge level, it's included in the Seven Portals chapter. Let's proceed!

Key: Winnowing Hall

1. Starting Point
2. Inside the Winnowing Hall
3. Hidden Staircase
4. Wall Switch; Opens golden doors
5. Wall Switch; Lowers central pillar
6. Green Key
7. Green Key Door
8. Crescent Switch; Opens door
9. Crescent Switch; Opens door
10. Platinum Helmet
11. Site of Battle
12. Mouth of Cave
13. Silver Key
14. Silver Key Door, Bell Tower
15. Teleporter; To 16
16. Teleporter; To Seven Portals

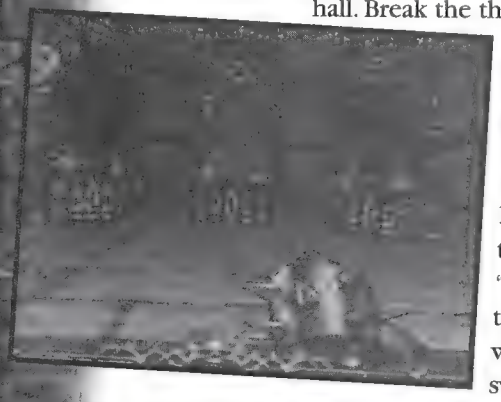
Winnowing Hall Walk Through

You begin point "1," looking toward the porch of Winnowing Hall, guarded a group of Ettins—and a few Afrits, at higher difficulty settings. When fighting Ettins, remember that all weapons—even the fighter's Gauntlets—have a better range than Ettin maces. Move backward as you fight them, beating them all the time. This should kill them without risk of serious injury. Afrits are a little tougher to kill but are manageable if you keep them in view.

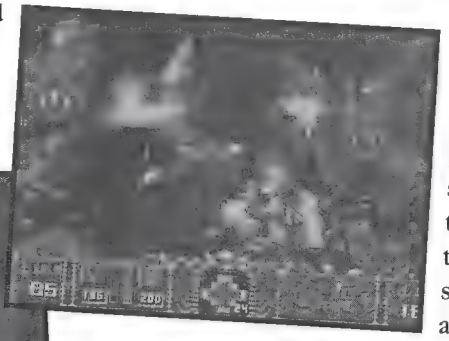


Climb onto the porch. If you sustained any injuries, break the stained glass windows to either side of the large wooden door and gather the Crystal Vials inside. Open the wooden door and enter the Winnowing Hall. Skirt around the red teleporter, encased in a wire cage in the center of the room, and head for point "2." As you run through the middle of the hall, four Ettins are released. Kill them all and collect the Flechettes lying near the Teleporter.

Proceed to point "3," in the western wing of the hall. Break the three stained glass windows, take the goodies, and descend the stairs behind the rightmost window. An Ettin greets you at the bottom—point "4." Kill them and turn to the wall, where there's a switch that looks like a cow's head. Pulling it opens a row of golden doors to the west. Run through them, into a small, rectangular room with a column in the center.



Move around the column until you reach "5," where the walls lower to reveal some Ettins. They pose minimal trouble if you can keep your distance. Don't let them surround you, and use Flechettes for extra firepower if you get in a jam.



Once you clear the room of monsters, pull the cowhead switch mounted on the western wall, to the left of a large stained glass window, and the large column in the center of the room sinks to the floor. Take the Green Key from this column—point "6" on the map. Explore the corners of the room and break the windows to find a Quartz Flask.

Time to leave... but the golden doors by which you entered have turned into a trap! They constantly open and slam shut, crushing you if you're caught between them. If you have a Controller Pak, save the game here, in case you need to restart.

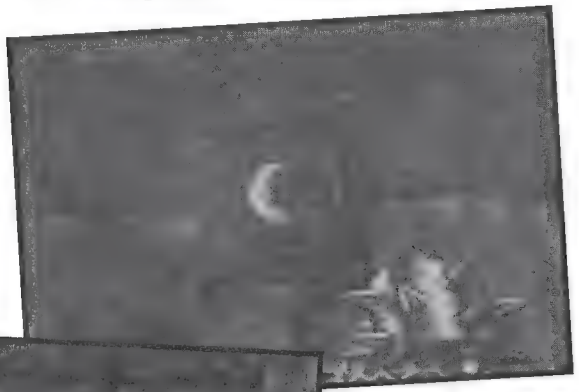
To get through the doors, wait until the nearest one closes, walk up against the center of it, and hold down the "Run" button while facing square-on. When the door opens, you'll burst through and run straight through the hallway to safety.

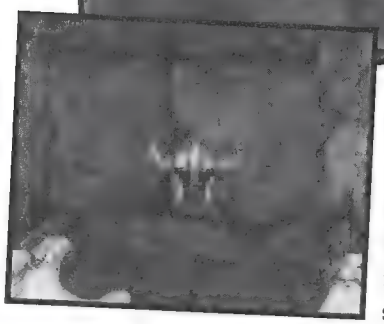
Proceed back past point "4" and up the stairs into the Winnowing Hall. Break all the stained glass windows, if you want to: behind them are more Vials and a Quartz Flask or two.

Go back to point "1"—the porch—then proceed to point "7," where there's a large wooden door with a green keyhole.

Open the door and kill the Ettins in the small room on the other side.

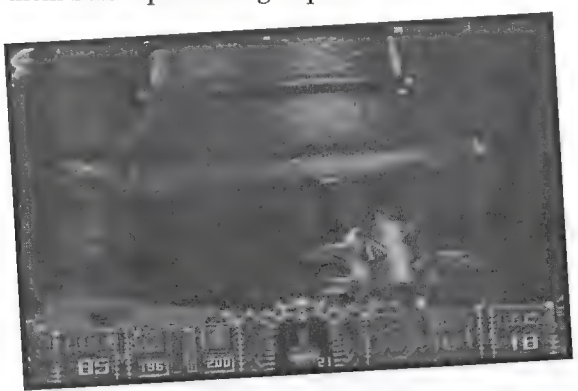
At point "8" on the map, there's a crescent moon switch mounted on the wall. Throw the switch to reveal a steep flight of stairs behind you.





Climb the stairs, kill the Ettin that's waiting for you, and look for a floor switch at point "9"—it's mounted in a small box. Throw the switch, then head for the stairs. To the right of the stairs, there's a large step up. Jump onto it and collect the Platinum Helmet from point "10"—it increases your armor class.

A horde of Ettins and two Afrit have appeared at the base of the stairs, and you need to deal with them before proceeding to point "11."



Remember to stay your distance from Ettins. If the Afrits are a problem, try hiding in the corner at "8." The low ceiling forces them down to eye level for you to bash.

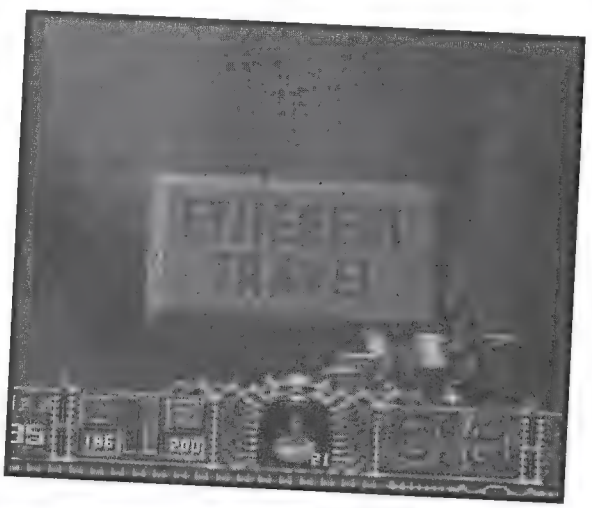
When you reach point "11," veer toward the mouth of the cave at "12," where a few Ettins come out to greet you. Once you beat them into pulp, enter the cave and take the Silver Key from point "13."

A line of crushing ceiling blocks have been activated. To leave the cave, use the same method as the golden doors: Wait until the nearest block descends, then get right up next to it and press "Run." When the block raises, you will dash out toward point "12."

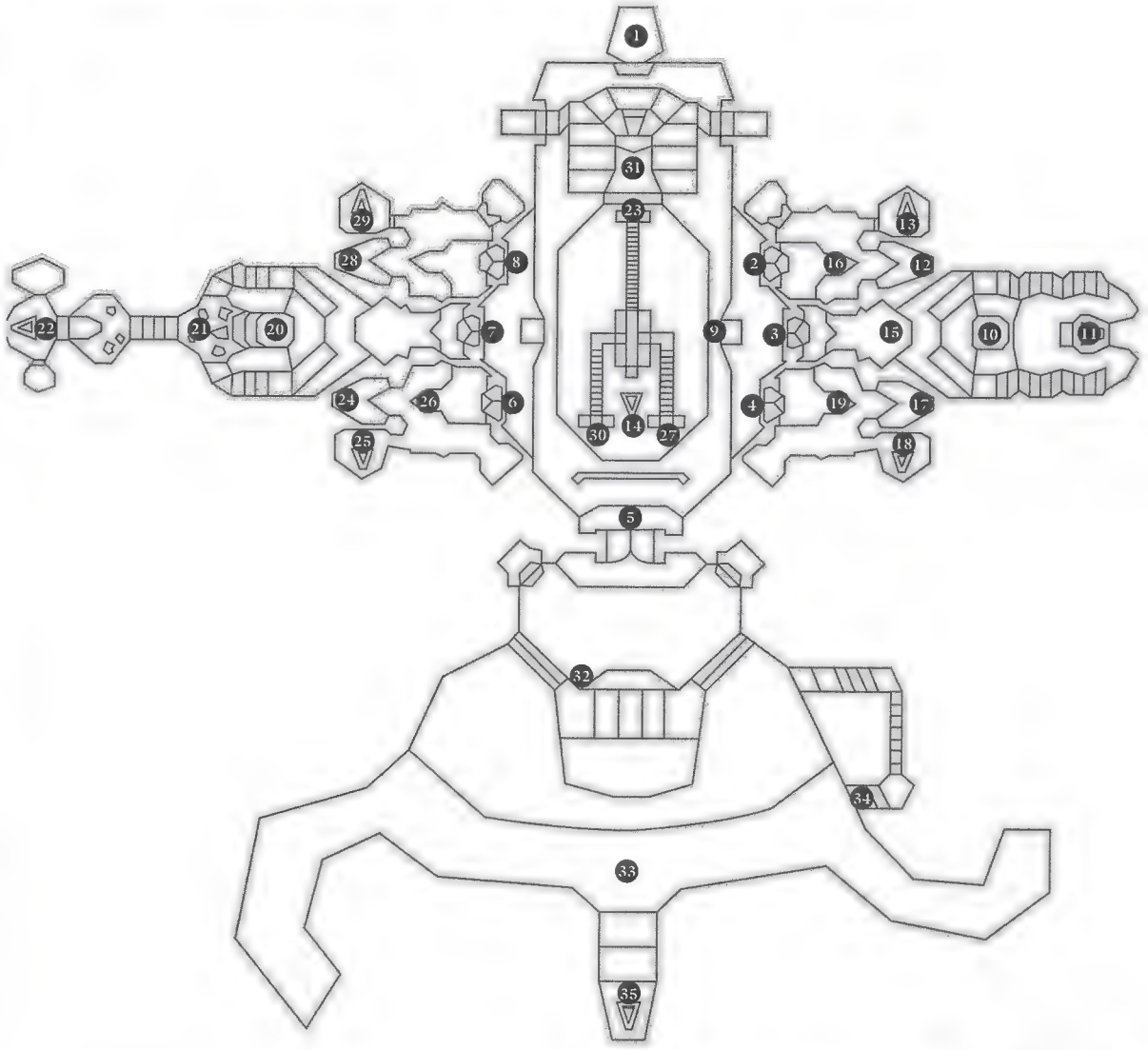
At point "14," open the bell tower door with the Silver Key. Break the vase inside and take the Quartz Flask, then climb the stairs all the way to the top of the tower. Hit the bell with your weapon to set it ringing, go down the stairs and exit the tower.

Return to point one, fighting the new horde of Ettins and Afrits as you proceed. Go back into the Winnowing Hall, where you find that the cage around the teleporter at point "15" has disappeared. Use the teleporter to take you to point "16."

Walk forward very slowly, and a door slides open to your right. If you walk through the opening, you emerge at the outdoor section of the level, where you're free to explore the level for odds and ends you might have missed. Otherwise, enter the mirror-like ethereal teleporter, which whisks you away to the first Hub: The Seven Portals.



SEVEN PORTALS



Seven Portals is a fairly straightforward Hub. As you might expect from the name, it houses seven large doors, labeled two through eight on the Seven Portals map, which are all closed when you begin. Your objective is to open all of these doors, because the final door (point five on the map) leads to the next Hub.

In order to open these doors, you need to travel back and forth between Seven Portals and three sub-levels: Guardian of Ice, Guardian of Fire, and Guardian of Steel. All of these levels feature an abundance of wall-mounted switches. By throwing them, you gradually clear a path to the end of the Hub.

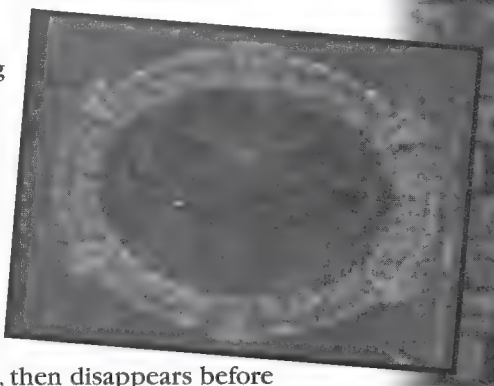
Key: Seven Portals

1. Starting Point
2. Golden Door; Leads to Guardian of Fire
3. Golden Door; Leads to Guardian of Ice
4. Golden Door; Leads to Guardian of Steel
5. Golden Door; Leads to exit
6. Golden Door; Leads to Guardian of Steel
7. Golden Door; Leads to Guardian of Ice
8. Golden Door; Leads to Guardian of Fire

Seven Portals Walk Through

Key: Seven Portals (continued)

9. Wall Switch: Opens door 3
10. Quartz Flask
11. Teleporter: To Guardian of Ice
12. Wall Switch: Reveals 13
13. Teleporter: To Guardian of Fire
14. Second Weapon: Serpent Staff, Timon's Axe, etc.
15. Teleport Destination
16. Teleport Destination
17. Wall Switch: Reveals 18
18. Teleporter: To Guardian of Steel
19. Teleport Destination
20. Quartz Flask
21. Ice Trap
22. Teleporter: To Guardian of Ice
23. Base of stairs
24. Wall Switch: Reveals 25
25. Teleporter: To Guardian of Steel
26. Teleport Destination
27. Base of Stairs
28. Wall Switch: Reveals 29
29. Teleporter: To Guardian of Fire
30. Base of Stairs
31. Waterfall: Leads to Secret Level
32. Wall switch: Opens huge doors to south
33. Magical Bridge
34. Secret Area: Must jump
35. Piece of Super Weapon and Teleporter: to Shadow Wood



After teleporting out of Winnowing Halls, you materialize at point "1" on Seven Portals. A vision of Korax appears before you and asks if you're ready to die, then disappears before you have a chance to argue.

Walk forward through the space Korax's face occupied and a lift carries you down to the central area of Seven Portals. A crowd of Ettins are waiting to attck you when you move to either side of the walkway, but you have a lot of room to run in. After you've killed them, you may need to collect vials from the center of the area.

Go to point "9" on the western inner wall, about halfway along, where there's a wall switch mounted on a square pillar. Throwing it opens door "3" and lowers a pillar at "14." Go there first to reach your second weapon... you'll need it!

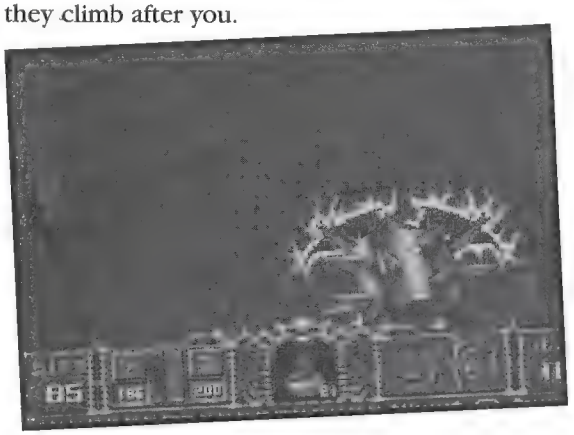
Proceed to the door at "3," where several Ettins and Chaos Serpents wait. If you're a mage or cleric, lure them into the courtyard and fire away with the Wand or Serpent Staff at long range, strafing to avoid the Serpents' breath attacks. The fighter has to pound them at close range. Hide behind pillars and whack the Serpents as soon as they appear, then run away and hide again.

Once you've killed the monsters, go through the door and head toward point "10." It's a recessed area with a Quartz Flask, where you can see a large, icy room through a metal grate. Collecting the Flask turns out the lights but also raises wall sections to either side.

Jump onto a platform to one side of point "10" (it doesn't matter which side) and enter the icy room. Walk down the winding stairs toward the elevator at point "11." Climb onto it; if you miss it, just wait for it to lower again. At the top of the elevator shaft, use the wall-mounted teleporter to take you to the Guardian of Ice.

• Now Refer to the Guardian of Ice Map

You emerge in the Guardian of Ice at point "1." Run straight ahead toward "2." After a moment, the floor begins to lower, and a horde of Ettins is released. Go back up the stairs and kill them as they climb after you.



Return to "2," throw the wall switch and turn around. Note the four bright spots on the floor. One of these spots is a teleporter, but the other three are crushing ceiling traps. If you look at the floor and ceiling, a bright pattern in the shape of a sword points toward one of these spots on the floor. The safe spot changes from game to game so it won't necessarily be at point "3." Check the sword whenever you play so you're sure to get the teleport spot.

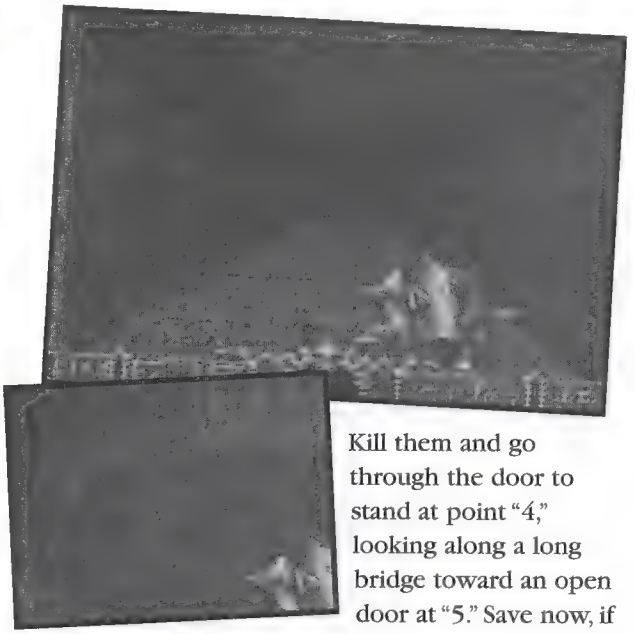
• Now Refer to the Seven Portals Map

You arrive back in Seven Portals at point "15." There are now two possible sections to try—namely, Guardian of Fire via door "2," and Guardian of Steel beyond door "4." Head for door "2" first and throw the wall-mounted switch at "12." An angry Chaos Serpent is released; kill it, then enter the teleporter at point "13."

• Now Refer to the Guardian of Fire Map

At point "1" on this map, a circular door opens in front of you. Kill the Afrit and go through the door to trigger a lava flow then retreat to safety. When the lava stops rising, run across it and go through the doorway, where a few Afrits should be slain. Follow the right-hand wall to point "2," collect the Falcon Shield, and throw the wall-mounted switch behind it.

Several Ettins are released as you walk toward point "3," a door with a Flame Mask etched onto it.



Kill them and go through the door to stand at point "4," looking along a long bridge toward an open door at "5." Save now, if a Controller Pak is fitted.

Carefully line up your view with point "5," because once you set foot upon the bridge, you need to run straight to the end. As you run, the room shakes, the bridge collapses, and a door closes ahead of you. Wait at the door until the shaking stops.

Turn to face the small platform at point "6," carefully line yourself up and jump across. Creep along the narrow ledge to "7," where operating a wall-mounted switch opens the door ("5"). Edge back out onto the ledge, kill any Afrits that bother you, then backtrack to point "6." Jump across to point "5" and take the Flame Mask from behind the open door.

Jump back to point "6," walk along the ledge again, and make your way to the teleporter at "1."

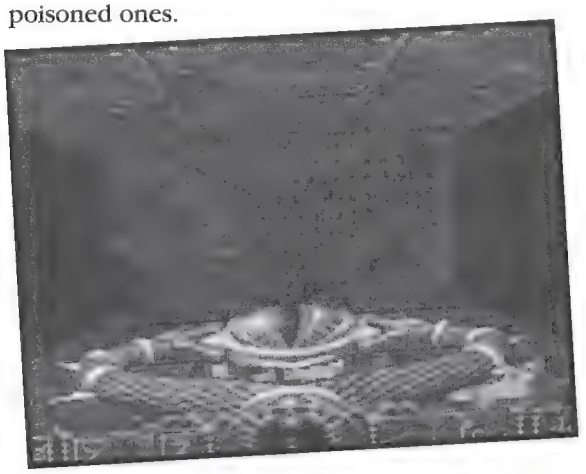
• Now Refer to the Seven Portals Map

You reappear at point "16" on the Seven Portals. Kill any Ettins that happen to be near you, then head for door "4." Inside the room, throw the switch at point "17." Kill the Chaos Serpent(s) and use the teleporter at "18."

• Now Refer to the Guardian of Steel Map

Note that there are two locations marked "2" on this map—it's not a mistake! From point "1," head for the northern one, but *do not* flip the wall switch you find there. Instead, go through the oddly-shaped door at point "3" and climb up the

stairway that leads diagonally toward the center of the level. All the while, you face Ettins, Chaos Serpents, and Centaurs. Flechettes are useful in these cramped hallways, especially the cleric's poisoned ones.



At the top of the stairs, head for door "4" and open it to reveal an elevator. Ride the elevator down and proceed to point "5." Watch out: Aside from the creatures you meet in the hallways, a few Chaos Serpents can shoot you through a metal grate. Get the mesh armor and throw the wall-mounted switch at "5," then return to the elevator, go upstairs, and take the steps down to point "2."

The switches marked "2" on the map both control access to areas "5" and "6." While the path to "5" is open, the path to "6" is blocked, and vice versa. Throw the switch at the northern "2," then return to the elevator, and go to point "6." Throw the wall switch you find there.

If you throw the switch at "2" but discover that the hallway leading to area "6" remains blocked, you must throw the other switch labeled "2" (ie, the southern one you haven't yet visited). Return to the elevator, ride down, and the path to "6" opens. Throw the switch you find there.

Go to the teleporter at point "1" and return to the Seven Portals.

• Now Refer to the Seven Portals Map

You reappear at point "19." Head toward door "7," which has just opened, and dispatch all the creatures that come out to play with you. Walk forward to point "20" and pick up the Quartz Flask. The walls rearrange themselves, and a couple of Wendigos appear. Kill them and walk down the icy stairs to point "21." Be careful! Watch out for several light-colored patches on the ground at the base of the stairs: They are crusher traps. If you walk over them, you quickly turn into hamburger, so steer clear; if you're brave, try running across, which should trigger them safely. Whichever method you choose, save the game first, if you can.

Work your way toward point "22." Use caution and patience, since you must face several Wendigos and another patch of crusher traps. When you reach the elevator and rise to the teleporter at "22," you can enter it immediately or first open the ice panels to either side. They conceal rooms filled with Wendigos and healing artifacts.

• Now Refer to the Guardian of Ice Map

You appear in a low room at point "4." Jump out of it and flip the switches at point "5." Stairs will raise up giving you access to the switches at points "6" and "7." A bunch of Ettins appear. Kill 'em all!

Make your way to the ledge at point "8," where you see a series of icy plateaus. Your objective is to leap from one to the other until you reach the plateau with the Mystic Urn (point "9") and the Torch ("10"). Once you retrieve the Torch, little blue triangles appear in the air, and you can run across them instead of jumping back. If you miss a jump, you don't plummet to your death. Rather, you take minimal damage.

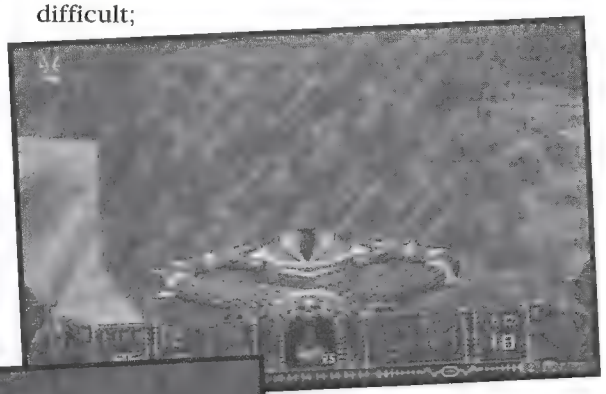
Head for point "12," an elevator that takes you up to a hall which goes back to the ledge at "8." Take care along the way: A trap at "11" fires ice bolts at you. Running through it minimizes injury.

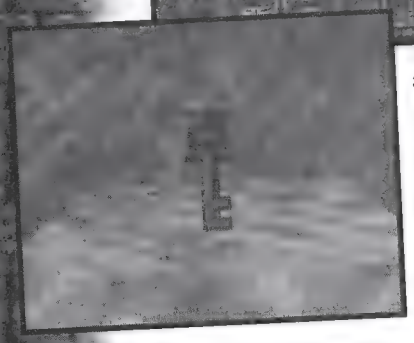
After riding the elevator, you are back in familiar territory. Run all the way over to door "13" and open it. In the room beyond, there's a place on the wall (point "14") with the Flame Mask symbol.

Since you have the Flame Mask, walk up to the engraving and hit the Use button. This lowers the room's central column and releases several pesky Afrits. Kill them and take the Fire Key from the lowered column.

Proceed to door "15" and ride the elevator up. You find yourself in an icy room with shifting floor sections, populated by several Wendigos. Kill them as best you can and use your Controller Pak, if you have one. Climb and hop your way to the wall switch at point "16," which lowers a column with the Steel Key on it.

After flipping the switch, move a step to your left to avoid a crushing block. The floor rearranges to create small, slippery platforms surrounded by lethal drops. Traversing these is difficult;





angle your view downward so you can see the platform edges. Carefully walk and jump along to point "17," a small dais with the Steel Key resting on top.

Take the Steel Key, then stand perfectly still. Several enemies have been released, so kill any that get too close. Within 30 seconds or so, the ice completely reconfigures itself, and it's safe (sort of...) to continue. You can either look around for healing items and Mana in the small chambers to the west, or simply make your way back to the door at "15." Be cautious: There are many places where you can slip into a chasm.

Enter the teleporter at point "3" (remember, look for the sword pattern to identify the real teleporter) and warp back to the Seven Portals.

• Now Refer to the Seven Portals Map

You reappear at point "15." Walk to "23," where you discover a staircase has risen from the ground. Walk up the stairs, throw the switch at the top, and take the Bracers you find there.

Run through the newly-opened door "6" and throw the switch at point "24," which releases the usual angry enemies. Kill them and enter the teleporter at "25."

• Now Refer to the Guardian of Steel Map

You appear at point "7" in the Guardian of Steel . You're on the side of the level that you couldn't reach before, but you have to do the same things as last time.

Run past the switches at either point "8," open the strangely-shaped door you find there, and run up the diagonal staircase into the center of the level. At point "9," you see an elevator door like the one you used last time you were here, but this one has the Steel Key symbol on it. Open the door and enter the elevator.

Downstairs, flip the switch at point "10." Return to the elevator, ride upstairs, and return to the long staircase. Run down to one of the switches labeled "8." Throw the switch, return to the elevator, ride down, collect the Banishment Devils, and flip the switch at "11." If the path to point "11" is still blocked when you get down there, flip the switch at the other point "8" to open up the path.

When you've flipped the switches at "10" and "11," you're ready to go back to the Seven Portals. Go and use the teleporter at point "7."

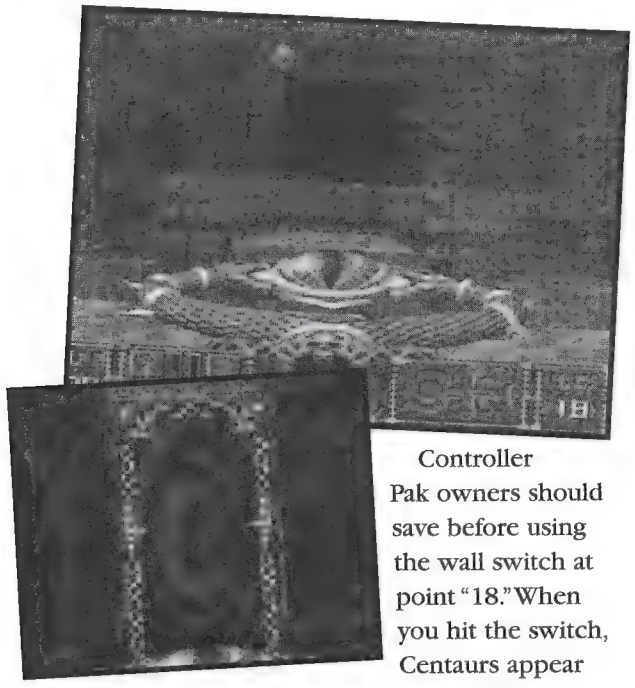
• Now Refer to the Guardian of Steel Map

You arrive at point "26." Visit point "27," where you find that another set of stairs has risen from the ground. Climb these stairs and flip both switches at the top.

Now go to point "11" and teleport into the Guardian of Ice.

• Now Refer to the Guardian of Ice Map

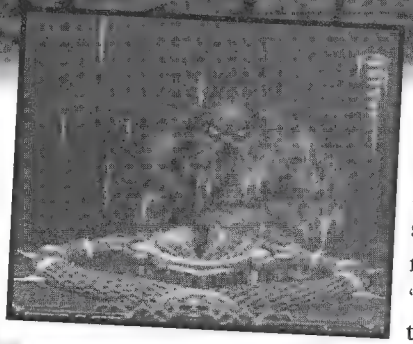
You appear at point "1." Go forward and turn left, where a panel of ice has been removed to reveal a long hallway. Spiked balls fly back and forth from wall to wall. Follow them as they work their way toward the other end of the hallway, then dash forward as they move back toward your location.



Controller Pak owners should save before using the wall switch at point "18." When you hit the switch, Centaurs appear and a poison dart trap is triggered. Kill the Centaurs as quickly as possible, because the room's exit remains blocked until they're dead. As you leave the room, head for the new teleporter at point "19," and walk into it.

• Now Refer to the Guardian of Steel Map

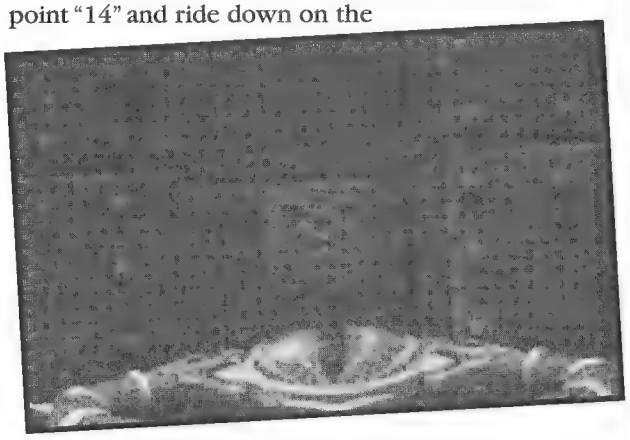
You appear at point "12" in the Guardian of Steel, surrounded by Wendigos. Kill them quickly, because in a few seconds the floor lowers to reveal more Wendigos! After an epic battle, proceed to point "13," where an elevator gets you out of this icy room.



When you're outside, enter the hallway with strobing lights and run north to door "3." Go through the door and climb onto the lift at point "14." Save your game when you arrive at the top, if possible.

Your objective here is to walk through the crushers you see ahead, work your way to the right, and find the skull switch at point "15." This isn't as hard as it looks, if you're patient. Kill all the monsters as quickly as you can, then look for the safest path. If you veer to the right as soon as you enter and proceed along that wall, you will find a relatively safe path.

At point "15," flip the skull switch. Go back to point "14" and ride down on the

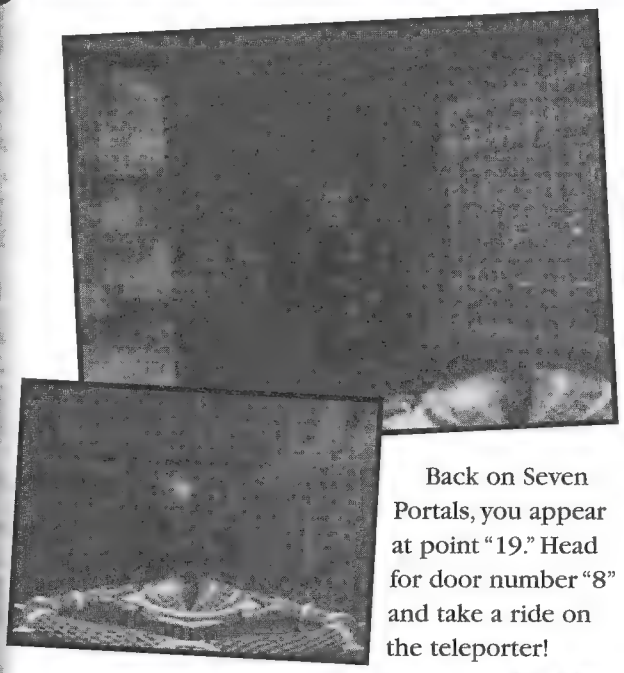


elevator, then run up the diagonal stairs toward the center of the level. At point "16" (and all around the center of the level), the walls have lowered and you can now jump up to point "16." Centaurs mill around in the inner part of the ring; if you're the fighter, lob Flechettes down there, while the other two classes should use their distance weapons until it's safe to jump down.

Jump into the inner ring, then up to point "17." Retrieve the Torch and make sure you get a "Stones Grind On The Seven Portals" message while you're on the pedestal. Wander around until you get the message.

Now you're ready to go back to Seven Portals. Find your way back to point "1" and enter the teleporter.

• Now Refer to the Seven Portals Map



Back on Seven Portals, you appear at point "19." Head for door number "8" and take a ride on the teleporter!

• Now Refer to the Guardian of Fire Map

You appear at point "8." Hurry down to "9" and open the door with a Fire Key symbol engraved on it. Inside, a small army of weak monsters (Ettins, Afrits) greet you, but some clever footwork and a few Flechettes soon clear them out.

Press the wall switch at point "10" to lower an elevator and hop on board. When you get off, kill the bad guys downstairs, and head toward "11"—an alcove with a Fire Mask symbol on the wall. Small elevators appear to both sides of you. Take either one, they both lead to the same place.

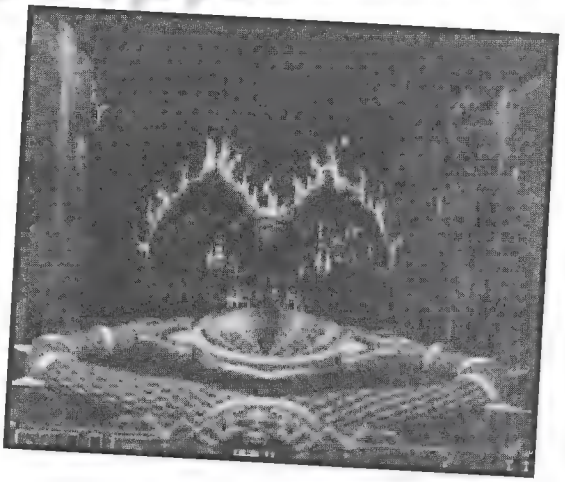
Upstairs, work your way through the dark corridors to point "12," a floor teleporter. Warp over to point "13," and throw the wall switch that's directly in front of you. Turn around and note the wall icon that looks like a compass rose. Use the icon, and it teleports you back to the Seven Portals.

• Now Refer to the Seven Portals Map

Back on Seven Portals, run over to point "30" to stand at the base of the third and final staircase of this level. Go up the stairs and throw two wall switches you find there.

Now sprint over to point "11" and teleport back into the Guardian of Ice at point "1."

• Now Refer to the Guardian of Ice Map



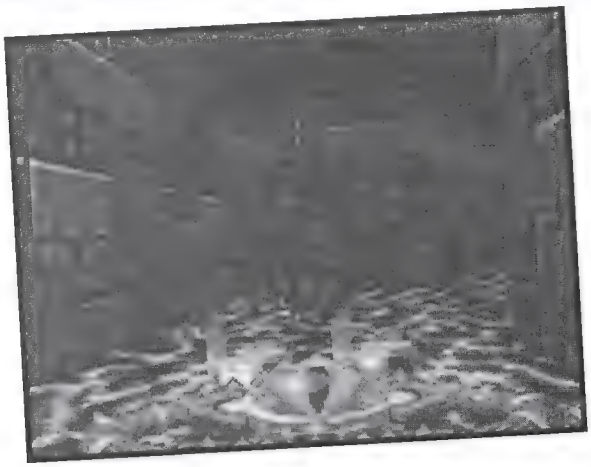
The door at point "20" is now open. Walk through and dispatch all the Afrits, then walk down to point "21" and flip the wall switch.

Work your way back to point "22"—a ledge you jump from to reach point "23." It's always frustrating to die from a fall but Controller Pak owners can leap with abandon.

At point "24," flip yet another wall-mounted switch to activate a teleporter at point "24." You need to leap back across the chasm to point "23" in order to get there.

• Now Refer to the Guardian of Fire Map

In the Guardian of Fire, you appear at point "14." Walk forward, and the wall opens to reveal a large room with a nearly bottomless cliff. Kill any pesky Afrits that bother you, then walk along the ledge past point "15" but stop before reaching "17," where a section of wall likes to slide out and shove you off the ledge.

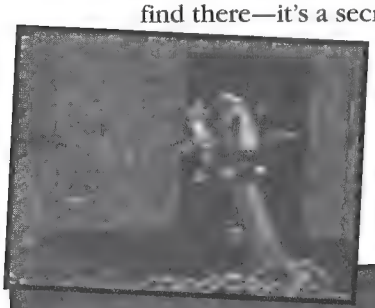


Save the game, then quickly dash toward point "17" and back again. This triggers the wall trap and raises a floor-mounted switch at point "16." Concentrate on inching forward just far enough to spring the trap, then get back in a hurry.

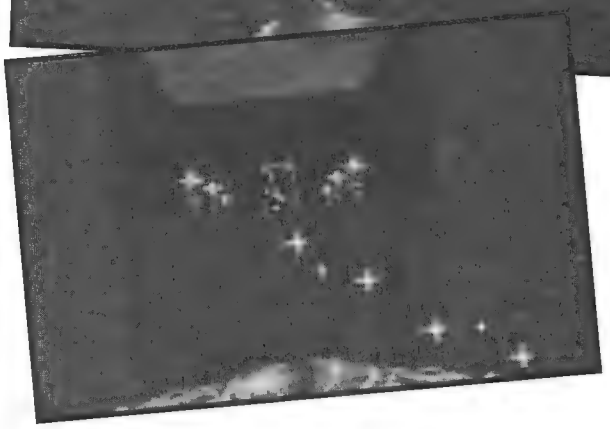
Walk back along the ledge to point "15" and jump across the chasm to point "16." Activate the switch you find there. Drop onto the sunken bridge, walk toward point "18." You have to hop up to point "18," because the bridge ends just before it reaches solid ground. Dash back to the teleporter at point "1" and return to the Seven Portals.

• Now Refer to the Seven Portals Map

At this point, you can either teleport to the secret level, Bright Crucible, or proceed to the next Hub. If you wish to enter Bright Crucible, go to point "31" and hop onto the little waterfall you find there—it's a secret teleporter.



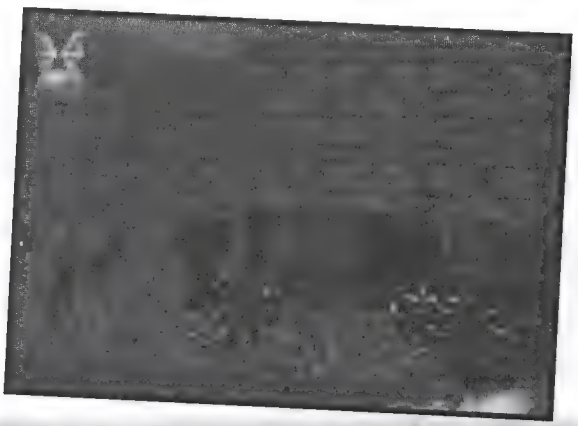
Otherwise, head for door number "5." All sorts of evil creatures begin to roam around as soon as that door opens, so be careful.



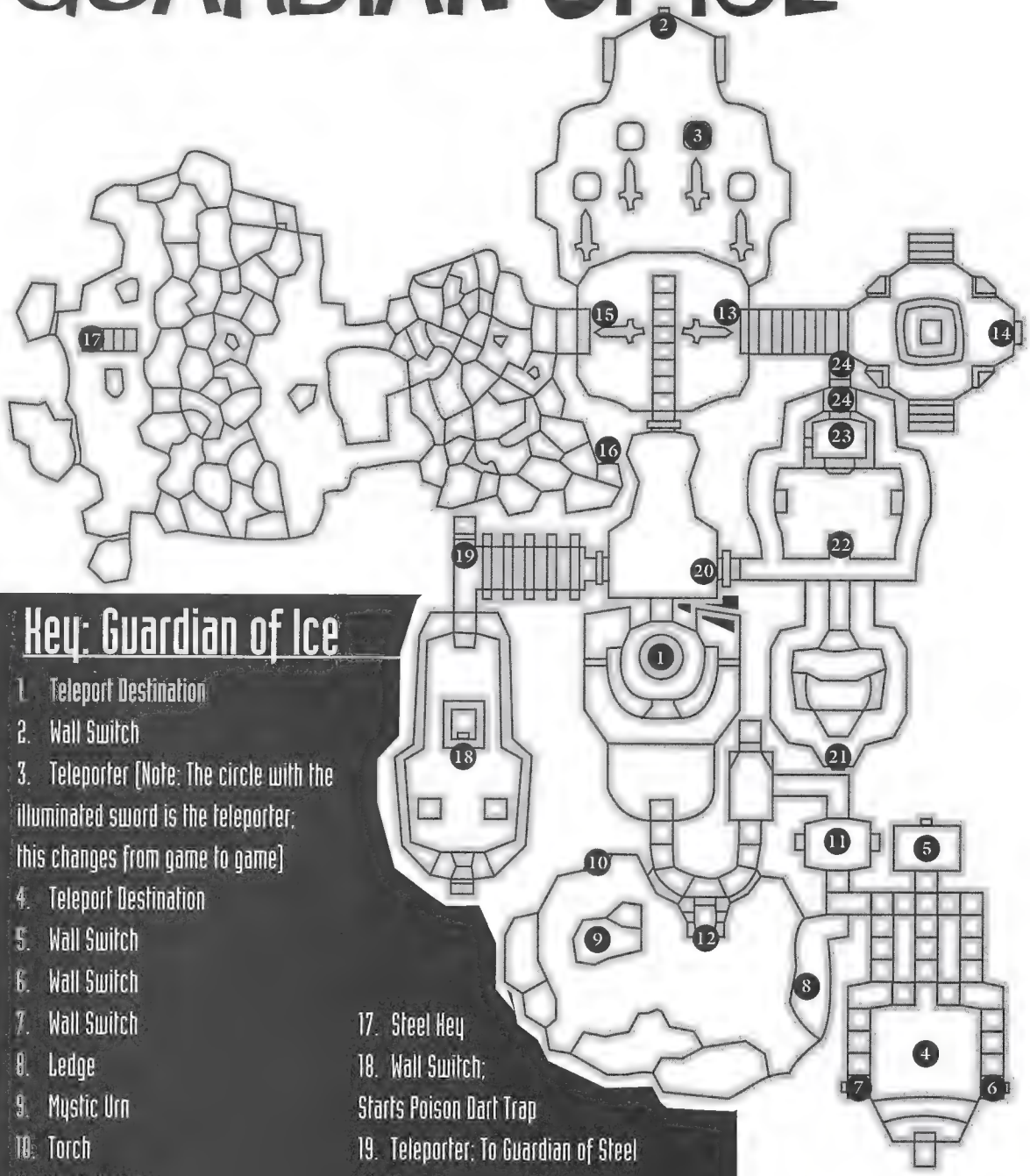
When you walk through the door, you can see lots of nasty creatures behind bars. They can't run toward you, but they can still shoot at you. Try to kill most of them with ranged weapons before exiting and throwing the wall switch at point "32," which releases them.

You can now walk across a magical bridge at point "33." It doesn't look solid, but it's quite safe. At point "35," pick up the first piece of your super weapon, then teleport to Shadow Wood, the next major Hub. But wait!

Before you teleport out, you might want to try jumping to the secret area at point "34." If you make the jump, you discover a pair of Wings of Wrath (if you fail, you die). You can use them to search Seven Portals for anything you may have missed. The Wings vanish between Hubs if unused.



GUARDIAN OF ICE



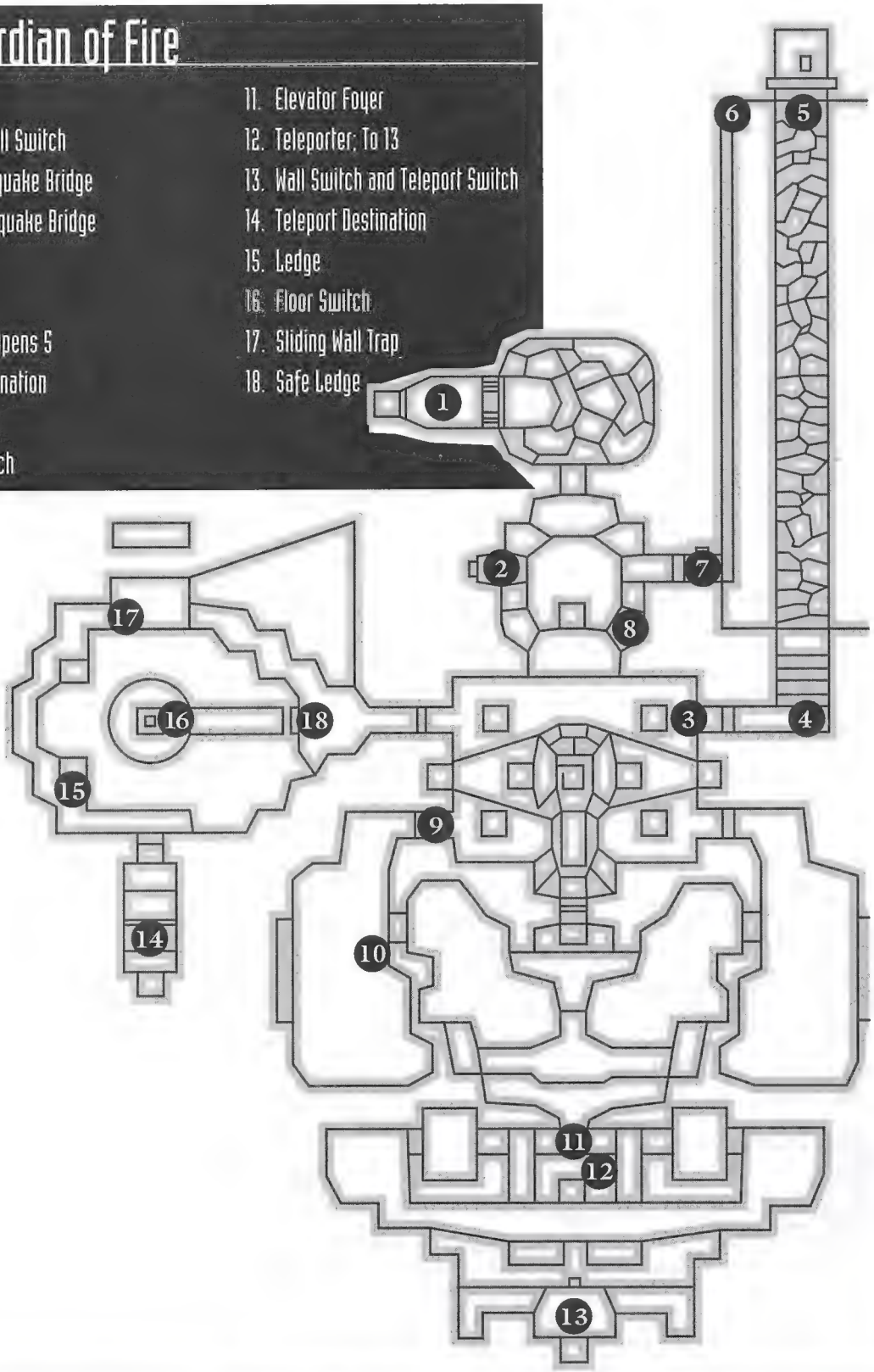
Key: Guardian of Ice

1. Teleport Destination
2. Wall Switch
3. Teleporter [Note: The circle with the illuminated sword is the teleporter; this changes from game to game]
4. Teleport Destination
5. Wall Switch
6. Wall Switch
7. Wall Switch
8. Ledge
9. Mystic Urn
10. Torch
11. Ice Bolts Trap
12. Elevator
13. Icy Door
14. Flame Mask Slot; Lowers Fire Key
15. Icy Door
16. Wall Switch; Lowers Steel Key
17. Steel Key
18. Wall Switch; Starts Poison Dart Trap
19. Teleporter; To Guardian of Steel
20. Door
21. Wall Switch; Reveals point 23
22. Ledge; From here, you must jump to 23
23. Wall Switch; Reveals 24
24. Teleporter

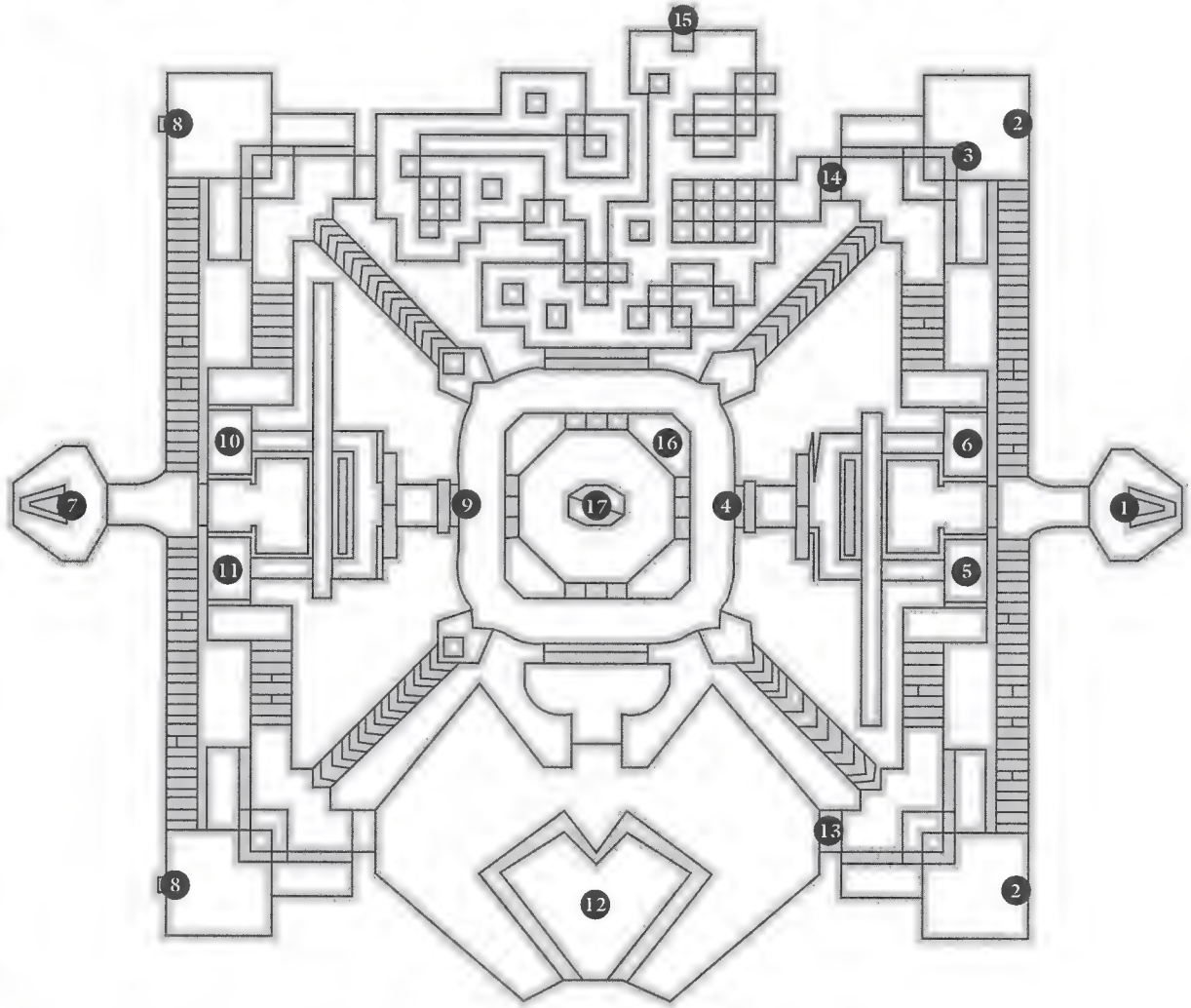
GUARDIAN OF FIRE

Key: Guardian of Fire

1. Teleporter
2. Shield and Wall Switch
3. Door to Earthquake Bridge
4. Start of Earthquake Bridge
5. Door
6. Ledge
7. Wall Switch: Opens 5
8. Teleport Destination
9. Fire Key Door
10. Elevator Switch
11. Elevator Foyer
12. Teleporter: To 13
13. Wall Switch and Teleport Switch
14. Teleport Destination
15. Ledge
16. Floor Switch
17. Sliding Wall Trap
18. Safe Ledge



GUARDIAN OF STEEL



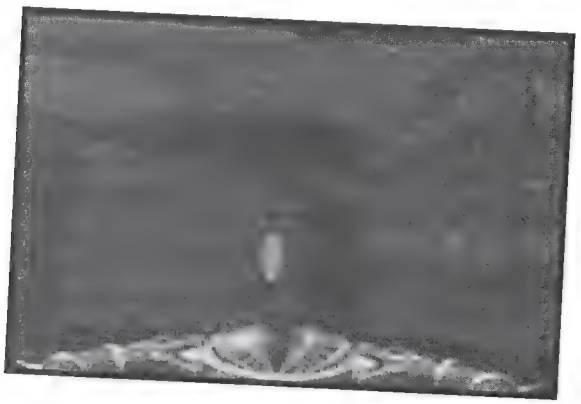
Key: Guardian of Steel

1. Teleporter
2. Wall Switches; Controls access to 5 and 6
3. Door
4. Elevator
5. Wall Switch
6. Wall Switch
7. Teleporter
8. Wall Switches; Control access to 10 and 11
9. Elevator; Requires Steel Key
10. Wall Switch
11. Wall Switch
12. Teleport Destination
13. Elevator to Frozen Room
14. Elevator to Crushing Room
15. Skull Switch; Lowers 16
16. Ledge; Lowers when 15 is pressed
17. Torch

Secret Level:
BRIGHT CRUCIBLE

The main problems are combat-related; the puzzles aren't that tough. Save your game just before or after you begin the Bright Crucible, if you can.

From point "1," kill the nearby Afrits while staying away from the edge of the platform, otherwise you're peppered by Chaos Serpent fire. When you're ready, venture off to the west. Kill the Chaos Serpents and jump down to point "2." In the process, try to sneak around the pillars and avoid falling into the large, central slime pit.



At "2," ride the elevator and kill the Chaos Serpent you meet. Get away from the edge of the tower as soon as possible to avoid being shot. Pick up the Amulet of Warding.

Descend into the long and winding corridor that takes you toward point "3." Along the way, several Centaurs appear, so it's slow going. At "3," you find a chamber filled with fireball traps. Run into the fireball room and pick up the Heart of D'Sparil at point "4." This stops the fireballs.

Climb to point "5," where you find a Platinum Helmet, and drop down. Work your way eastward, fighting when necessary, until you reach "6." Again, avoid the central slime pit, as you leave yourself open to enemy fire when you're down there.

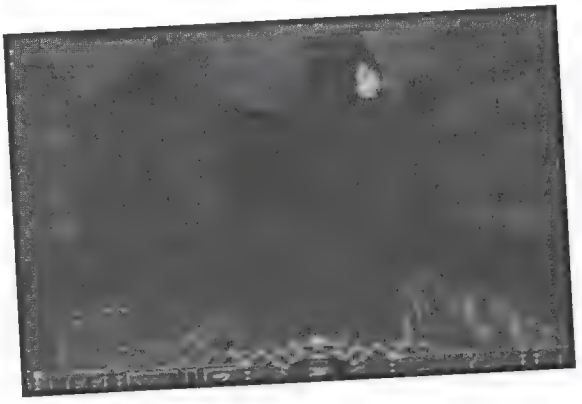
At point "6," ride the elevator up and take the Mesh Armor. Enter the winding corridor and fight the Ettins as they appear before you. When you get to "7," you discover a stained glass window. Ready the Heart of D'Sparil in your inventory and break the window by running into it and simultaneously bashing it with your weapon. Dash to the pedestal at the center of the room (point "8") and hit the Use button. The fireballs stop when you place the Heart on the pedestal, and you may proceed to point "9."

Get the Falcon Shield at "9," then head for the slime pit at the center of the level. When you drop into the pit, you'll notice a staircase has risen from the slime, and you can climb it back up to where you originally started the level.

Work your way around the large stone pillars to point "10," the base of another staircase. Go upstairs, where you will find a small army waiting for you. Backing down the stairway and luring the creatures out one by one is highly recommended!

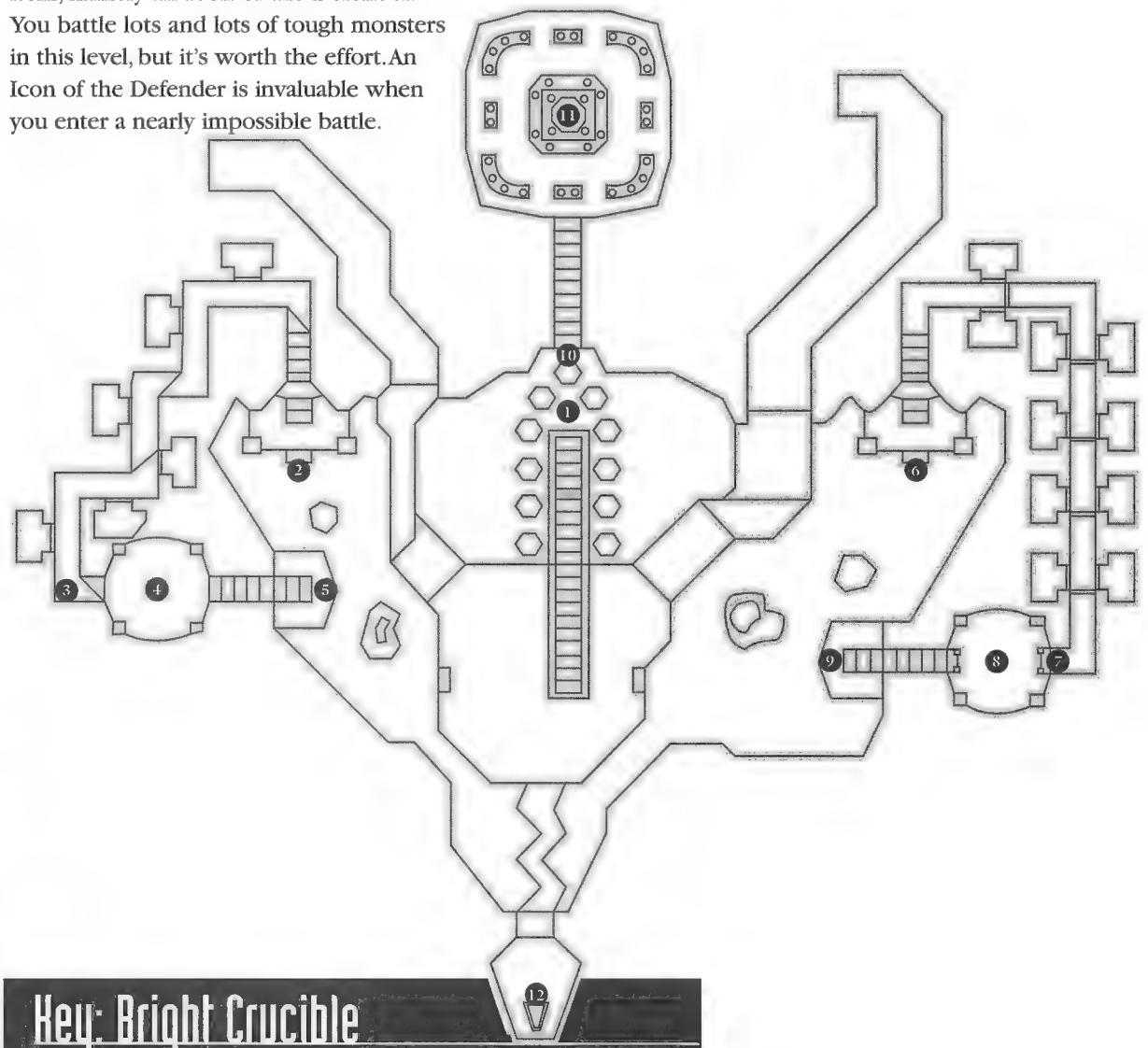
At point "11," you find the treasured Icon of the Defender, which you should keep until you find yourself in an incredibly tough battle. Run back downstairs, kill the stalkers in the slime and then leap into the slime pit.

At this point, you can let the slime drag you southward, since that's where you want to go. Follow that slime all the way to point "12," where a teleporter takes you back to Seven Portals, and the entrance to the next Hub.



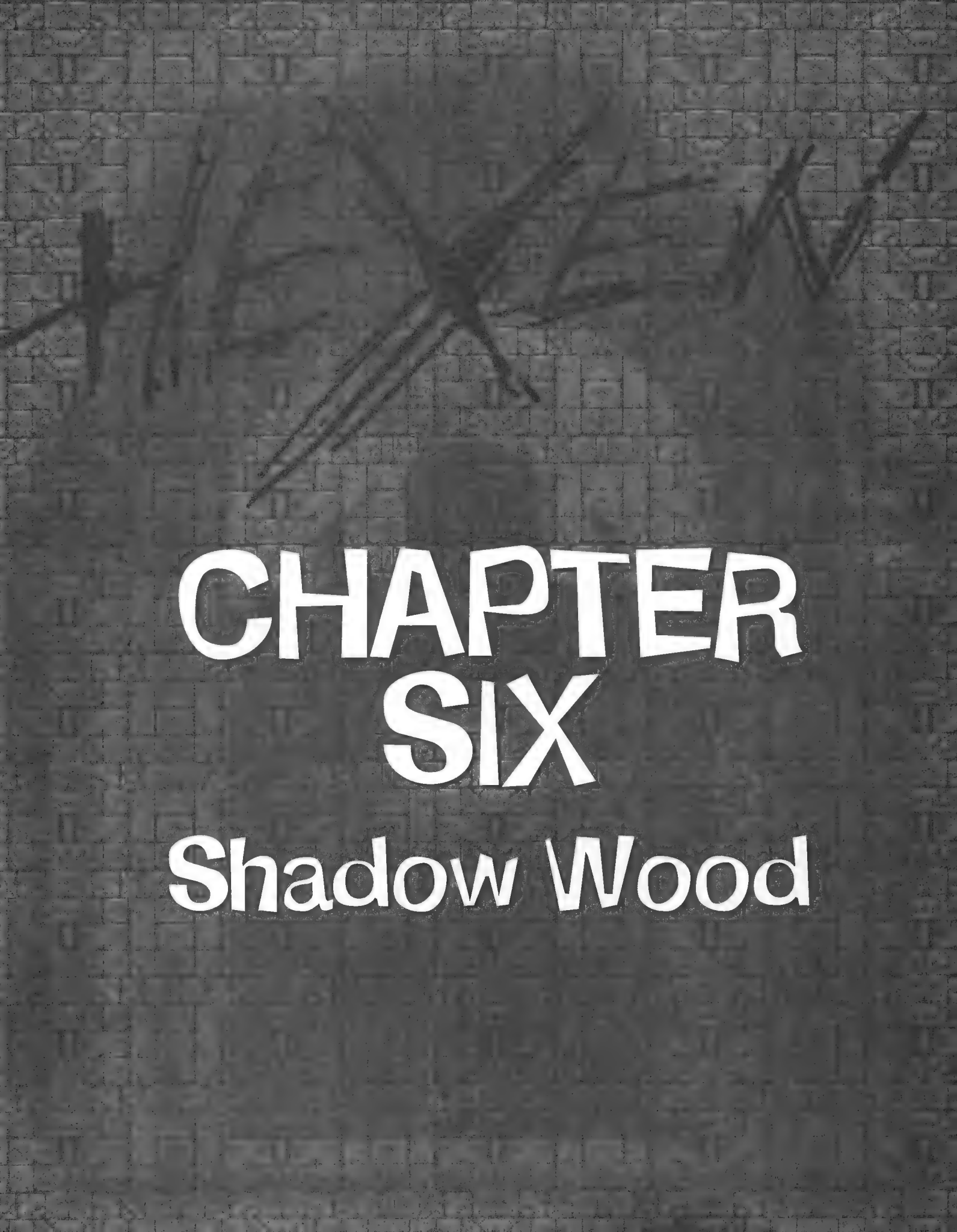
BRIGHT CRUCIBLE

Bright Crucible requires you to find the Heart of D'Sparil (the first of the three dreaded Serpent Riders) and place it on a pedestal somewhere inside the level. This allows you to get an incredibly useful item, namely an Icon of the Defender. You battle lots and lots of tough monsters in this level, but it's worth the effort. An Icon of the Defender is invaluable when you enter a nearly impossible battle.

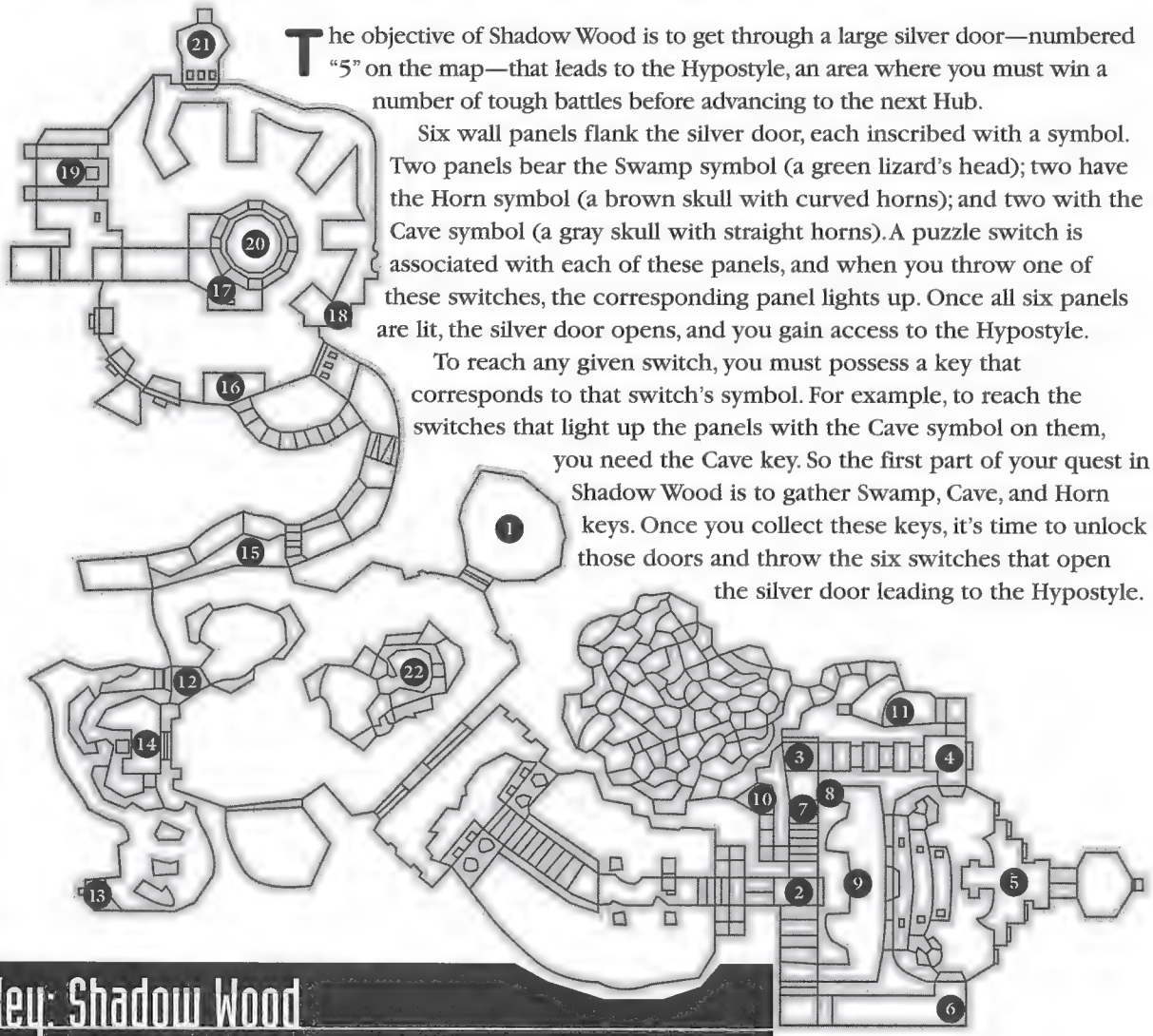


Key: Bright Crucible

1. Starting Point
2. Elevator and Amulet of Warding
3. Entrance to D'Sparil's Chamber
4. Heart of D'Sparil
5. Platinum Helmet
6. Elevator and Mesh Armor
7. Entrance to Pedestal Chamber
8. Pedestal
9. Falcon Shield
10. Base of Stairs
11. Icon of the Defender
12. Exit


CHAPTER
SIX
Shadow Wood

SHADOW WOOD



The objective of Shadow Wood is to get through a large silver door—numbered "5" on the map—that leads to the Hypostyle, an area where you must win a number of tough battles before advancing to the next Hub.

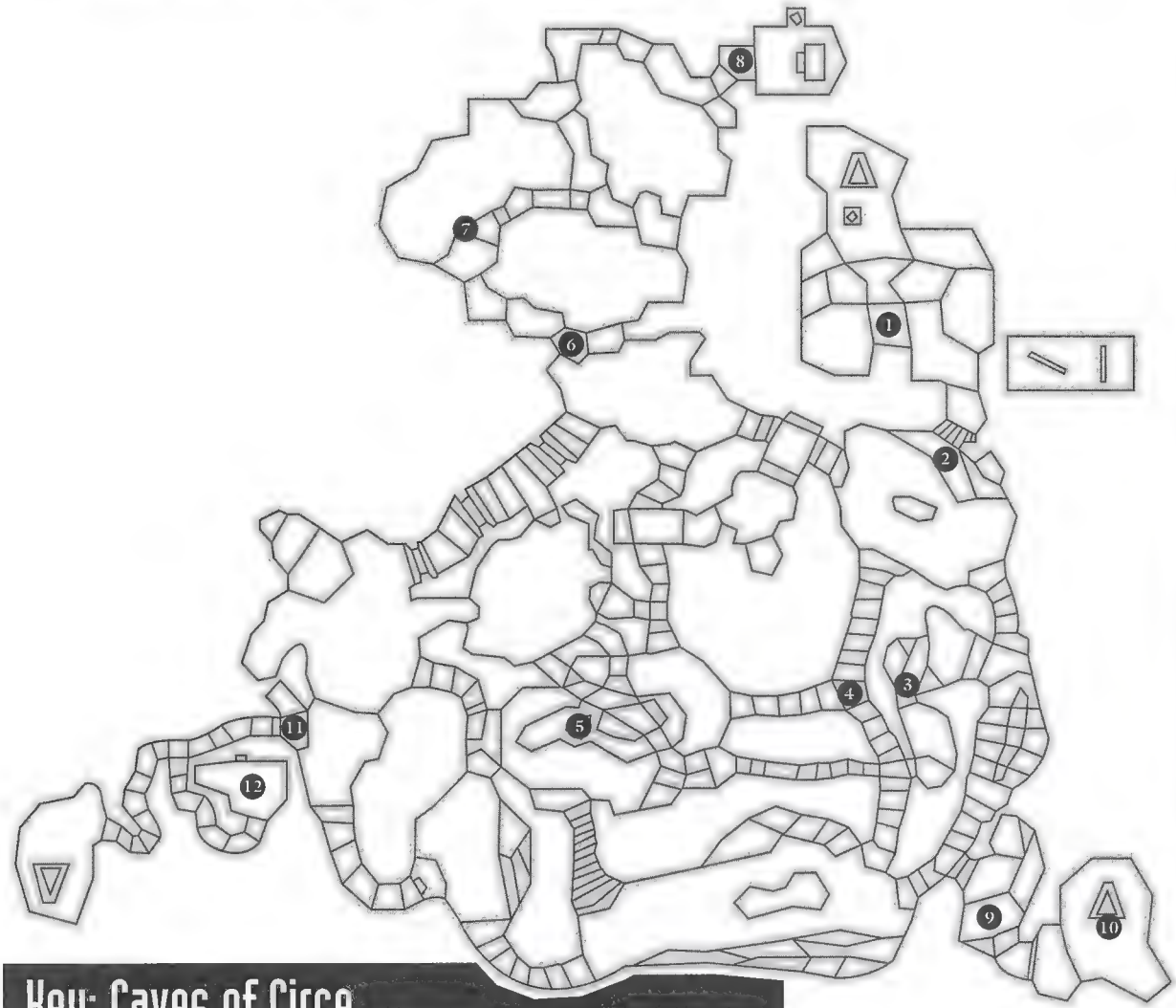
Six wall panels flank the silver door, each inscribed with a symbol. Two panels bear the Swamp symbol (a green lizard's head); two have the Horn symbol (a brown skull with curved horns); and two with the Cave symbol (a gray skull with straight horns). A puzzle switch is associated with each of these panels, and when you throw one of these switches, the corresponding panel lights up. Once all six panels are lit, the silver door opens, and you gain access to the Hypostyle.

To reach any given switch, you must possess a key that corresponds to that switch's symbol. For example, to reach the switches that light up the panels with the Cave symbol on them, you need the Cave key. So the first part of your quest in Shadow Wood is to gather Swamp, Cave, and Horn keys. Once you collect these keys, it's time to unlock those doors and throw the six switches that open the silver door leading to the Hypostyle.

Key: Shadow Wood

1. Starting Point
2. Entrance to Temple
3. Hallway
4. Hallway
5. Silver Door; Leads to Hypostyle
6. Hallway
7. Jumping Point
8. Secret Corridor
9. Third Weapon; Firestorm, etc.
10. Entrance to Cave
11. Teleporter to Caves of Circe
12. Start of Dangerous Cliffs
13. Wall Switch
14. Teleporter to Wastelands
15. River
16. Ledge
17. Switch; Raises columns
18. Switch; Opens a grate
19. Switch; Raises the staircase to "20"
20. Switch; Opens the bars at "21"
21. Teleporter to Darkmere
22. Teleporter to Sacred Grove

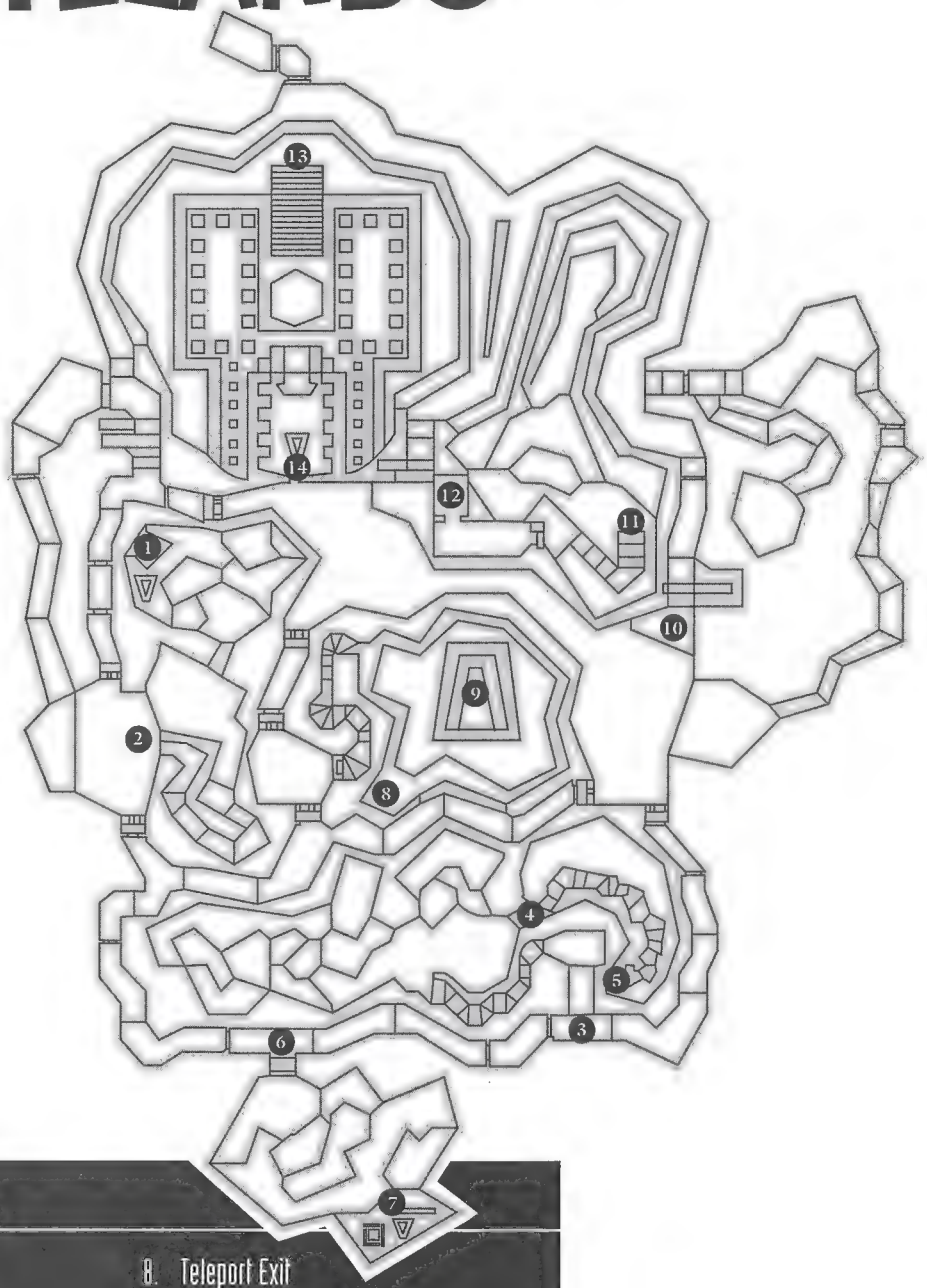
CAVES OF CIRCE



Key: Caves of Circe

1. Teleporter to Shadow Wood
2. Drop-Off
3. Drop-Off
4. Junction
5. Cave Key
6. Start of Narrow Walkway
7. Porkelator
8. Teleporter to Area 1
9. Secret Cave
10. Puzzle Switch and Teleporter
11. Wall Switch
12. Puzzle Switch

WASTELANDS



Key: Wastelands

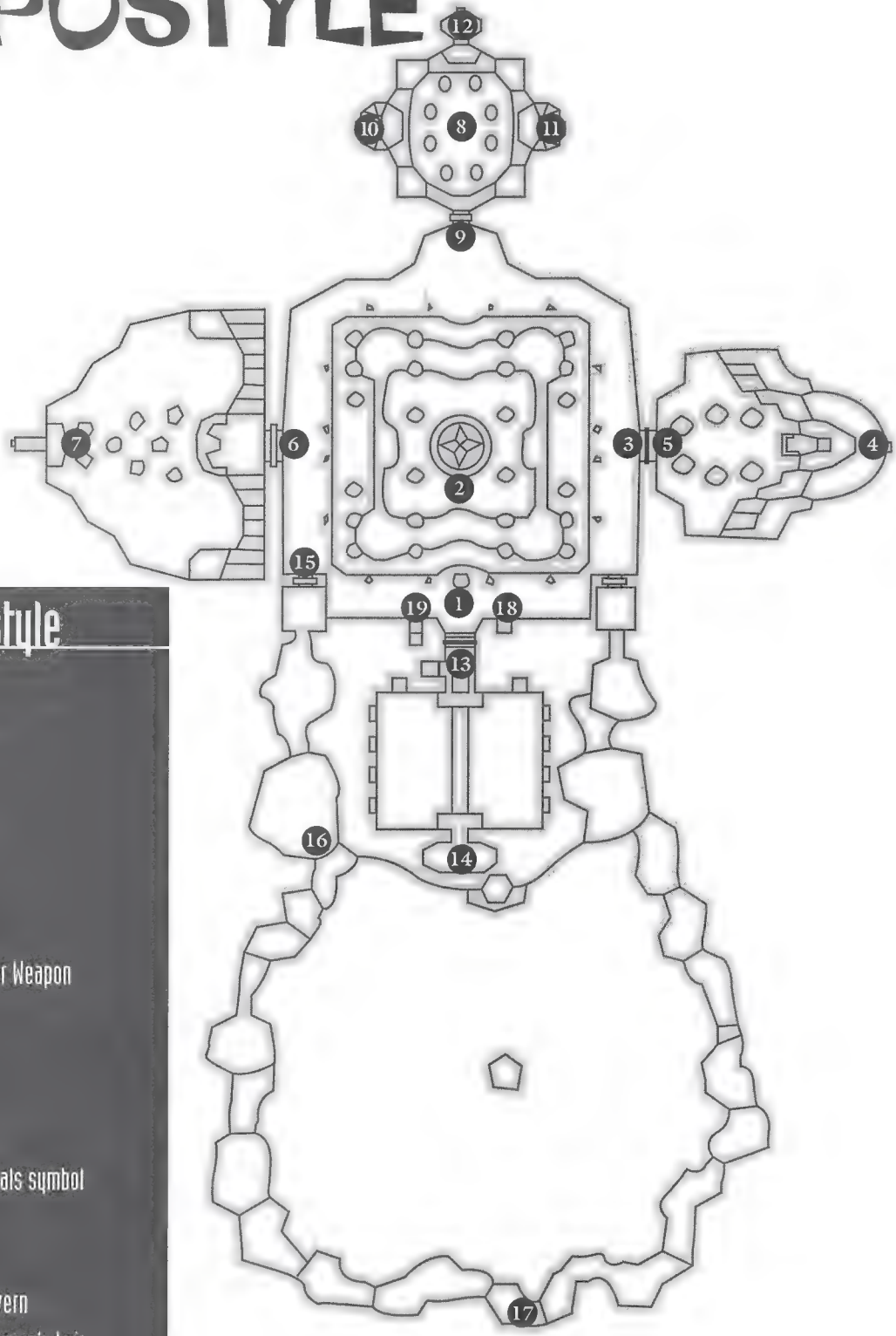
1. Teleporter to Shadow Wood
2. Junction Area
3. Revolving Panel
4. Start of Dangerous Walkway
5. Horn Key
6. Doorway to Teleporter Room
7. Teleporters
8. Teleport Exit
9. Wall Switch
10. Dark Areas
11. Base of Stairs
12. Puzzle Switch
13. Base of Temple Stairs
14. Puzzle Switch (behind teleporter)

DARKMERE

Key: Darkmere

1. Starting Point
2. Ruined Building
3. Unlit Torch
4. Wall Switch
5. Wall Switch
6. Wall Switch
7. Swamp
8. Wall Switch
9. Drawbridge Switch
10. Well
11. Castle Key
12. Hidden Switch
13. Top of Stairs
14. Push Wall
15. Elevator
16. Swamp Key
17. Wall Switch
18. Revolving Door
19. Puzzle Switch
20. Locked Door
21. Central Cave
22. Puzzle Switch (behind statue)
23. Ledge with Magic Bridge
24. Teleporter to Seven Portals

HYPOSTYLE



Key: Hypostyle

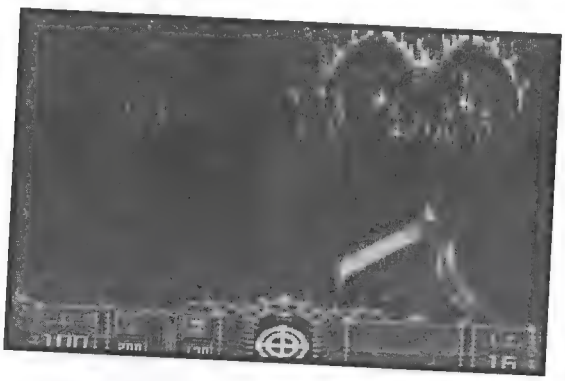
1. Starting Point
2. Directional Arrow
3. Door
4. Wall Switch
5. Floor Switch
6. Door
7. Wall Switch
8. Fragment of Super Weapon
9. Door
10. Wall Switch
11. Wall Switch
12. Wall Switch
13. Wall Switch: Reveals symbol on floor
14. Wall Panels
15. Door to Death Wyvern
16. Cave Adjoining Wyvern's Lair
17. Wings of Wrath
18. Teleporter to Shadow Wood
19. Teleporter to Next Hub

Shadow Wood Walk Through

You start the Hub at point "1," a small, enclosed alcove. After fighting a host of Ettins, Centaurs, and other assorted beasties who walk over to greet you, head up the long flight of stairs to the temple door at point "2." If you have a Controller Pak, save the game, because you will soon trigger some bothersome traps.

Go to point "3," then through the temple to "4." As you continue past "5" to point "6," the temple's corridors restructure themselves, and fireball traps activate all around. Just keep running past "6" and around the corner, until you can get back to the relative safety of point "2."

From "2," walk forward to point "7," like you were going to run another lap around the temple hallways. But at "7," you find the hallway has changed, and you're standing on the edge of a drop-off. A new area opens up at point "8," and you must either run or jump to get there. Watch out for Chaos Serpents!



From "8," jump in the hole shown as "9" on the map, where you find a switch that takes you back up. Then work your way back to point "2."

Head for point "7" once more. Note that the hallway has changed yet again: This time, you find stairs leading down to a small tunnel, which you should follow to reach "10." Hold still while the cave in front of you undergoes a massive change. This cave is filled with a variety of power-ups, but it also contains lots of dangerous pits. It may be worth saving your game and investigating this area.

Otherwise, wait until the cave stabilizes, then follow the right-hand wall to a tunnel leading to point "11," where a teleporter takes you to the Caves of Circe.

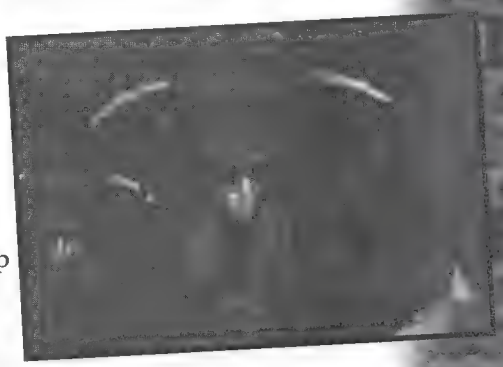
• Now Refer to the Caves of Circe Map

You appear at point "1" in the Caves of Circe. Take care, because a bunch of Chaos Serpents crawl around in this area. After killing them, head for point "2"—the mouth of a cave, where bats flutter out as you approach.

Drop into the cave and slaughter the horde of Ettins that swamps you when you hit the ground. Follow the south-east passage into a long, narrow cave with a hole in the roof that reveals the sky. From this cave, look for a nearly invisible hole in the ground at "3." Drop through this hole and make your way to the intersection at point "4."

Head directly west from point "4" until you approach the slightly elevated area at "5." You must kill several Chaos Serpents and Ettins before you can reach point "5" and take the Cave Key resting there.

Take the northern tunnel to point "6." Follow it to point "7," where there's a Porkelator floating in mid-air. If you move very slowly, you can drop onto the tiny ledge that supports the Porkelator, then jump back up.



Follow the walkway all the way to point "8," where you can teleport back to point "1." From there, enter the teleporter and go to another location on the Circe Map. Behind you is the teleporter that will take you back to the Shadow Wood.

• Now Refer to the Shadow Wood Map

You reappear at point "11," near an elevator. Simply walk right up to it, and it lowers. Take the elevator back up to the main floor of the temple at point "4."

Leave the temple and make your way to point "12." At the edge of this cliff you have to perform a series of dangerous jumps. Save the game, if you can!

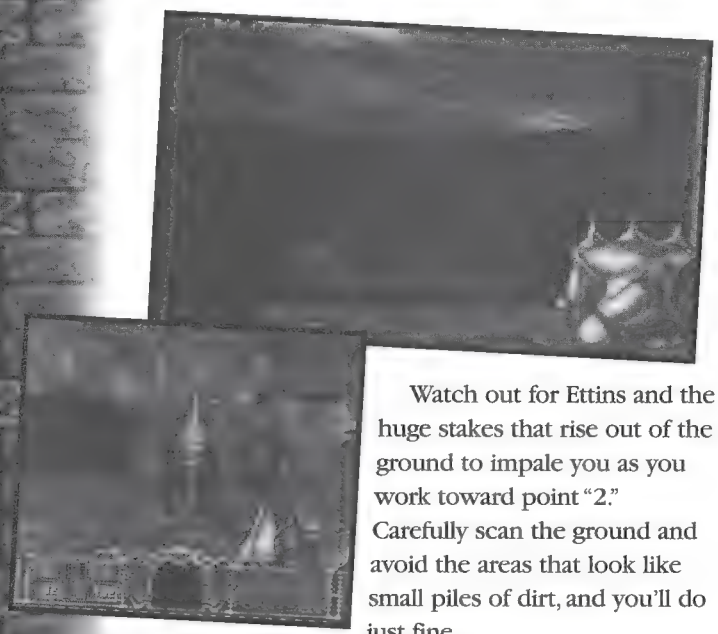
Your objective is to get all the way to point "13." You can get past the first couple of ledges just by running—but don't run too far, because the ledges curve and you may end up in the abyss. When you get to the point where you have to jump, be careful! You generally need to make only short (non-running) jumps to leap from ledge to ledge. Always look down before you leap, otherwise you have no idea where the ground ends.

If you encounter a lot of trouble with these jumps, you should use a Controller Pak after each successful leap. Don't save over your old games, though, because sometimes when you restore the game, you reappear in a slightly different position and immediately fall to your death.

Flip the wall switch, then jump back toward the cliff that you started from. You find that a door has opened, so you don't need to leap all the way back to the very start of the dangerous terrain. Walk through the door to point "14," gather all the healing supplies, and enter the teleporter.

• Now Refer to the Wastelands Map

You appear at point "1" in the Wastelands. Since you spend most of your time here running through tunnels, use a good short-range weapon, if you have one.



Watch out for Ettins and the huge stakes that rise out of the ground to impale you as you work toward point "2." Carefully scan the ground and avoid the areas that look like small piles of dirt, and you'll do just fine.

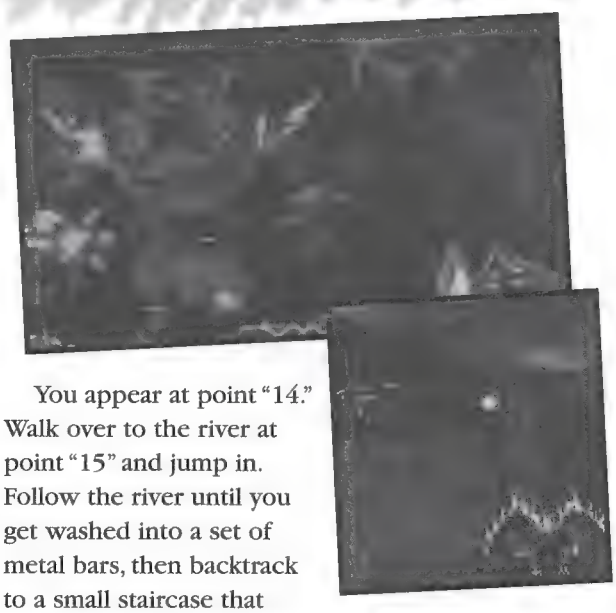
At "2," take the southern tunnel and follow it as it meanders southward before turning east. Follow it all the way to point "3," where there's a stone revolving door on the north wall. Go through it and wind your way up to point "4," which is the start of a dangerous walkway over a lava pit.

Follow the walkway to point "5," where the Horn Key rests on a ledge. As you collect it, the walkway splits into pieces behind you, making it tough to return unscathed. However, a little elevator in the lava near point "4" gives you an emergency exit.

If you fall off the walkway, you can just run over and ride it back up.

Work your way back to point "1" and ride the teleporter back to the Shadow Wood.

• Now Refer to the Shadow Wood Map



You appear at point "14." Walk over to the river at point "15" and jump in. Follow the river until you get washed into a set of metal bars, then backtrack to a small staircase that leads upward. Climb the stairs, and you emerge on a ledge—point "16" on your map. Leap into the slime, and quickly jump onto the raised area at "17" and throw the switch. This raises huge columns around the periphery of the room and activates a number of fireball traps.

Jump back into the water and go to point "18." Throw the switch, and the bars that block the river will rise. Go back into the river and climb the stairs to return to the ledge at "16."

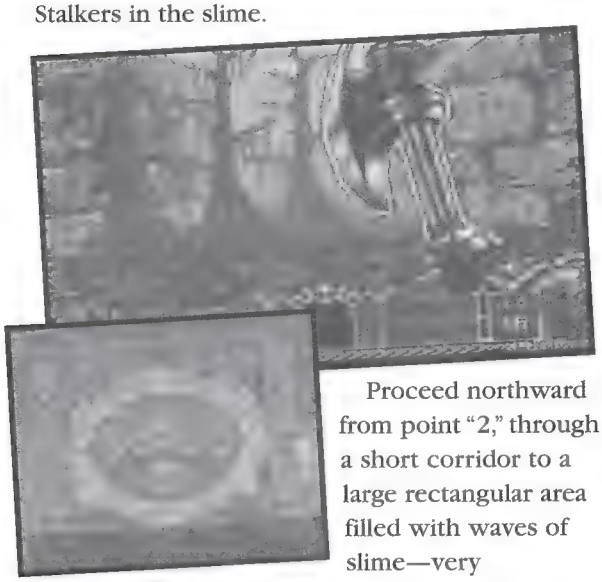
Make a series of leaps toward point "19"—don't worry about getting hit by fireballs, it's inevitable.

At point "19," throw another switch and a stairway rises around a column in the center of the room.

Take the Dark Servant you find, then leap into the slime. Use the stairway in the center of the room until you reach the top, shown as point "20" on the map. Throw the switch to shut off the fireball traps and open the gate to a teleporter. Head for point "21" and use the teleporter.

• Now Refer to the Darkmere Map

From point "1" in Darkmere, shoot the dead trees that bar your exit and go to point "2," the middle of a run-down building. Kill the Afrits and, if you wish, go back outside and deal with the Stalkers in the slime.



Proceed northward from point "2," through a short corridor to a large rectangular area filled with waves of slime—very appealing! Climb the stairs at the edge of the room. At point "3," a statue holds a crucible. Press the Use button to light it, and a door slides aside to reveal a skull switch at point "4." There are also several Discs of Repulsion here.

Go through the northern exit of the slime room and work your way toward point "5." Throw the skull switch on the wall, then do the same at "6." Finally, take the final branch of the hallway over to point "7," where you must kill a number of Ettins and Stalkers.

Enter the small structure and throw the switch at point "8." A pair of Chaos Serpents walking around the inner room of this structure; kill them to avoid annoying long-range attacks later.

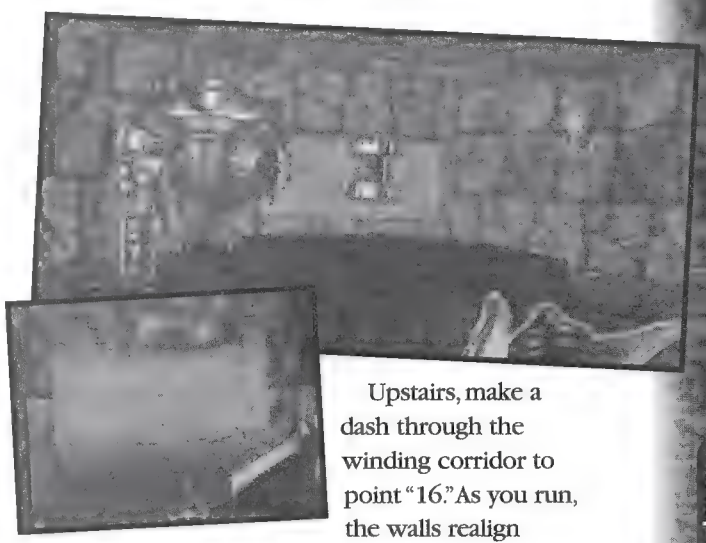
Leave the little building and take the south-east tunnel to a slimy lake. Use caution, because a strong current drags you toward a waterfall and your death. Head for the dock at point "9," and throw the switch you find there to lower the drawbridge to a small castle.

The castle features a central turret that you can climb via a circular staircase. Don't climb it yet! Instead, go around the stairs and find a door to the north. Go through the door, and you locate a room with a well, marked as point "10" on the map. Jump into the well and throw one of the two switches you find there. The water level rises to let you out. Leave the castle and run all the way back to "8."

Back at the small structure near point "8," go through the door into the previously locked room, and get the Castle Key at point "11." Run back to the castle.

Inside the castle, climb the circular stairway and open the door with the Castle Key. Kill all of the room's inhabitants (point "12"), then break the two suits of armor—a switch is hidden behind one of them. Throw the switch, then descend the stairs.

At point "13," descend the staircase, and enter the large dining hall. Push aside the blank wall at "14" to reveal a secret passage. Follow the corridor, and use the switch to take the elevator up to point "15." If you have a Controller Pak, save the game.



Upstairs, make a dash through the winding corridor to point "16." As you run, the walls realign themselves and form an obstacle course filled with poison darts. At "16," take the Swamp Key from a pedestal and heal yourself with artifacts.

The walls realign again, this time forming three straight halls leading back toward "15," two of them filled with fireball traps, and the third hall with poison darts. To make matters worse, two of the halls include invisible teleporters, so just when you think you've made it through, you're teleported back to point "16" and forced to run through again.

So where are the teleporters? They're randomly positioned, and their location changes every time you play, so you'll just have to make a guess and dash through. If you guess wrong and get teleported back to point "16," choose another hallway and try again. Eventually, you get back to "15," or die in the attempt.

At this point, you hold all the keys you need. The next step is to find the six puzzle switches that open the silver door in the Shadow Wood. We'll start with the two Darkmere switches.

Use the elevators at point "15," then head for "17." There's a wall switch inside a fireplace—don't worry, the fire won't hurt you, so walk right inside. Throw the switch and take the stairs that suddenly appear.

Walk through the revolving door at point "18," and you find yourself at the edge of a large mesa. Walk around it until you find a rough-hewn staircase leading up, then kill the Serpents you find upstairs and throw the puzzle switch.

Return to the castle. On the main floor, go through the door with the Swamp symbol on it. Take the elevator beyond, and you find yourself on a ledge. Jump down (you take some damage here) and proceed until you reach the point where a side tunnel branches eastward. Take that tunnel, and eventually you appear in the large cave at point "21."

Walk over to point "22" and throw the switch behind the statue, then go back into the central room. Head for point "23," but make sure to go back through the same tunnel you entered by. All the other tunnels have sharp drop-offs that prove lethal if you try to leap across them.

At point "23," a magical bridge appears. Take the bridge and make your way to the teleporter at "24." Step inside, and you return to Shadow Wood.

• Now Refer to the Shadow Wood Map

You emerge back at point "21" in Shadow Wood. Head over to the teleporter at point "14," because it's time to re-enter the Wastelands and throw the two puzzle switches in there.

• Now Refer to the Wastelands Map

You appear at point "1" on the Wastelands map. Walk over to point "2," and take the southern tunnel toward point "3." However, well before you get there, you find point "6," where a doorway leading south reveals an area filled with gray rock, not the brown typical of the Wastelands.

Walk to point "7," and use the cave key at the wall panel to reveal a teleporter. But *don't* use it yet.

Make your way to point "8." Kill the Afrits and a magical bridge appears, leading up to point "9." Take the bridge, throw the wall switch you find up there, then return.

Take the stairway that leads up and out of this area and go north to one of the shadowed places marked "10" on the map. You need to kill a number of local monsters before these places fully open up and give access to the stairs at point "11." If you don't get very far into the areas labeled "10," wander around in the Wastelands, killing creatures. Eventually, the passage opens up.

At point "11," you find a staircase leading upward from the slime. Enter the room at the top. Kill the baddies inside and flick the switch. On exiting, you can reach point "13," a large temple. Kill the monsters you encounter there, and push through the door at the top of the stairs.

Beyond the door is a teleporter. Don't go inside yet! Instead, go behind the teleporter and throw the puzzle switch, *then* take the teleporter, which transports you back to Darkmere.

• Now Refer to the Darkmere Map

You appear at point "1." You don't have anything more to do here, but it's easier to teleport to Darkmere and on to Shadow Wood than to go all the way back to the original teleporter in the Wastelands.

Head for the teleporter at point "24," which leads back to Shadow Wood.

• Now Refer to the Shadow Wood Map

You pop up at point "21." Trek all the way over to the temple and get down to point "11." Enter the teleporter, and you hop over to the Caves of Circe for the last time.

• Now Refer to the Caves of Circe Map

From "1," jump into the cave at point "2," then take the southwest tunnel and follow it to "9," where you find a crooked stairway with a very low ceiling. Take the stairs up to point "10" and throw the puzzle switch. Ignore the teleporter!

Now get back downstairs and head for point "5" at the center of the map—remember, that's where you first discovered the Cave Key. Go due west then veer north into a cavern with several exits and a Platinum Helmet in the corner. Ignore the helmet, because it sets off a bothersome trap.

Instead, look at point "11," which houses a wall panel for you to push. Take extra care here. You must jump into the fast-flowing river in order to hit the wall panel, and you may get washed downstream.

If you succeed in hitting the wall, however, the panel slides aside to reveal a tunnel. Follow the tunnel and take the left branch to area "12," where you find the final puzzle switch in the Caves. Throw that switch, then head north for point "6."

Walk along the narrow ledges to point "8," where you locate a teleporter that takes you back to point "1" on the Circe Map and a teleporter into the Shadow Wood.

• Now Refer to the Shadow Wood Map

You return at point "11," next to the teleporter and a nearly-invisible elevator. Take the elevator to point "4," then walk over to "5."

Note that all six panels flanking the silver door are lit, and the door is open. Walk through the door and stock up on mana, because some tough battles are ahead! When you're ready, take the teleporter to the Hypostyle.

• Now Refer to the Hypostyle Map

You appear at point "1." After fighting a host of Ettins, take a look at point "2" in the center of the room. It's a large, four-pointed star, each point indicating a different section of the Hypostyle. One of them is elevated (it varies from game to game), pointing out the section you need to enter.

Since you need to tackle these four rooms in a different order every time you play, it's likely you won't perform this section in the same order as this walk through. Therefore, the following instructions are split into four sections, so you can easily jump back and forth, depending on the order you enter these four rooms.

Eastern Room: Chaos Serpents Ahoy!

Head for door number "3" and fight a pack of enemies. Climb the stairs to point "4," flip the wall switch, then walk back down to "5." Look for a new switch that has risen from the floor. Throwing this switch allows you back into the central room; do it.

Refer to the star at point "2" to find out which room you should enter next.

Western Room: Afrits and Lava

Walk through the door at point "6." Kill all the Afrits that you find in that chamber.

Your objective is to reach point "7." You can try to leap across the rising and falling columns until you reach "7," but it can be difficult. It's easier to walk down the steps on either side of the room and watch the column that's closest to "7." When it's nearly at its lowest level, dash forward and leap up on it. You take a little damage from running across the lava, but unless you're a good jumper, you'll sustain less damage than by jumping from column to column and falling off several times. Regardless of which strategy you choose, save the game before heading toward point "7," if you can.

Northern Room: Centaurs and More Centaurs

Walk through point "9," and a host of angry Centaurs greets you. Kill them as best you can, then throw the switch at point "10" (avoid the crushing columns that circle the room). Your reward for throwing this switch is another host of Centaurs. Enjoy!

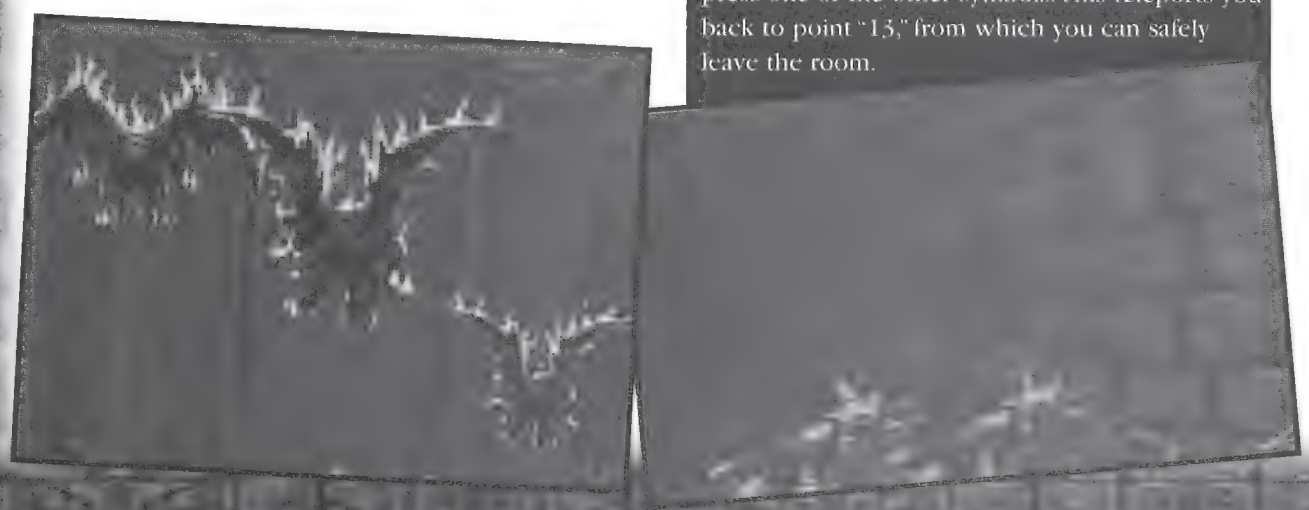
Head over to point "11" for yet another switch, and yes, even more Centaurs. After killing this new batch, throw the final switch at point "12" so you can leave this room.

Southern Room: Read the Symbol

Walk through the door at point "1" and stop at point "13." Throw the switch on the wall, then turn around and look at the symbol on the floor, opposite the switch. Remember what this symbol looks like.

Cross the bridge to the south and enter room "14," which has three symbols on the walls. One of these symbols matches the symbol on the floor at point "13." Walk up to that symbol and activate it with the Use button.

You are now free to go, but instead of running back across the bridge—which is now dangerous because of the fireball traps you just activated—press one of the other symbols. This teleports you back to point "15," from which you can safely leave the room.



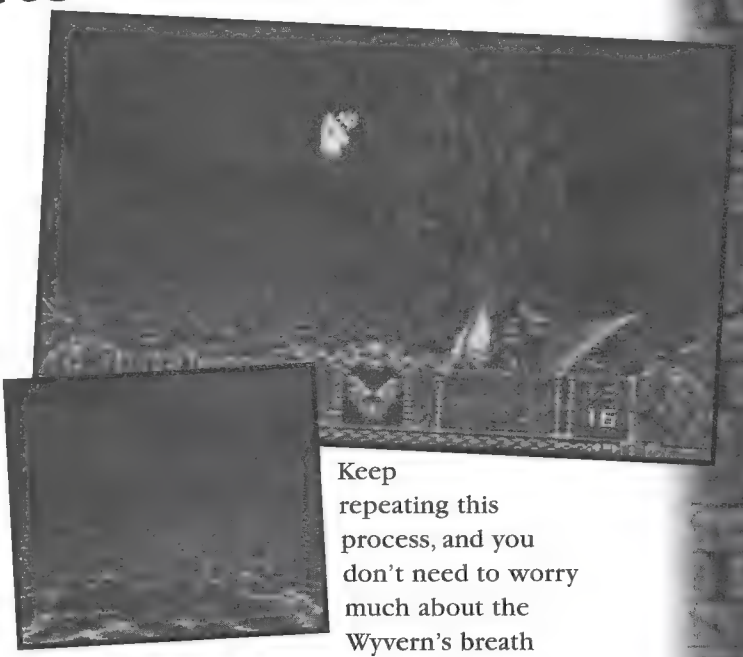
The Wyvern Awaits

Now that you've completed all four rooms, the star at location "2" no longer points at any particular room. This means you're free to go through doorway "15," or through the corresponding doorway to the east—and fight the dreaded Death Wyvern. A Controller Pak is a worthy investment for times like these.

When you walk through the doorway at point "15," you must fight a Chaos Serpent or two. Afterward, proceed to "16," where you see a huge, open cavern with a narrow rock ledge surrounding the perimeter. Chaos Serpents mill around on this ledge and can give you a lot of grief. Swooping to and fro in the center of the room is the Death Wyvern—a formidable opponent indeed, with powerful, fiery breath attacks and great airspeed that makes it difficult to hit.

At this point, you can pursue one of two basic strategies. The easier strategy is to power up the Wings of Wrath, collected from point "17," and swoop around in pursuit of the Wyvern with your best weapon activated. By following close on its tail, you can prevent it from turning sharply enough to attack you. Just stay close and take potshots until it's dead—and hope you don't get hurt too badly by all the Chaos Serpents' attacks.

If you'd prefer to keep your feet on the ground, go to point "16" (or the corresponding area on the other side of the map) and kill the nearest Chaos Serpents. Once the closest Serpents are dead, engage in a game of hide-and-go-shoot. Fire off a good shot or two at the Wyvern, then duck back into the tunnel to avoid the Serpents' and Wyvern's fire. Once all of the enemy attacks have detonated on the wall, you can run out again and shoot at the Wyvern.



Keep repeating this process, and you don't need to worry much about the Wyvern's breath attacks. Your biggest concern is the Chaos Serpent projectiles, but you can avoid these, if you're fast.

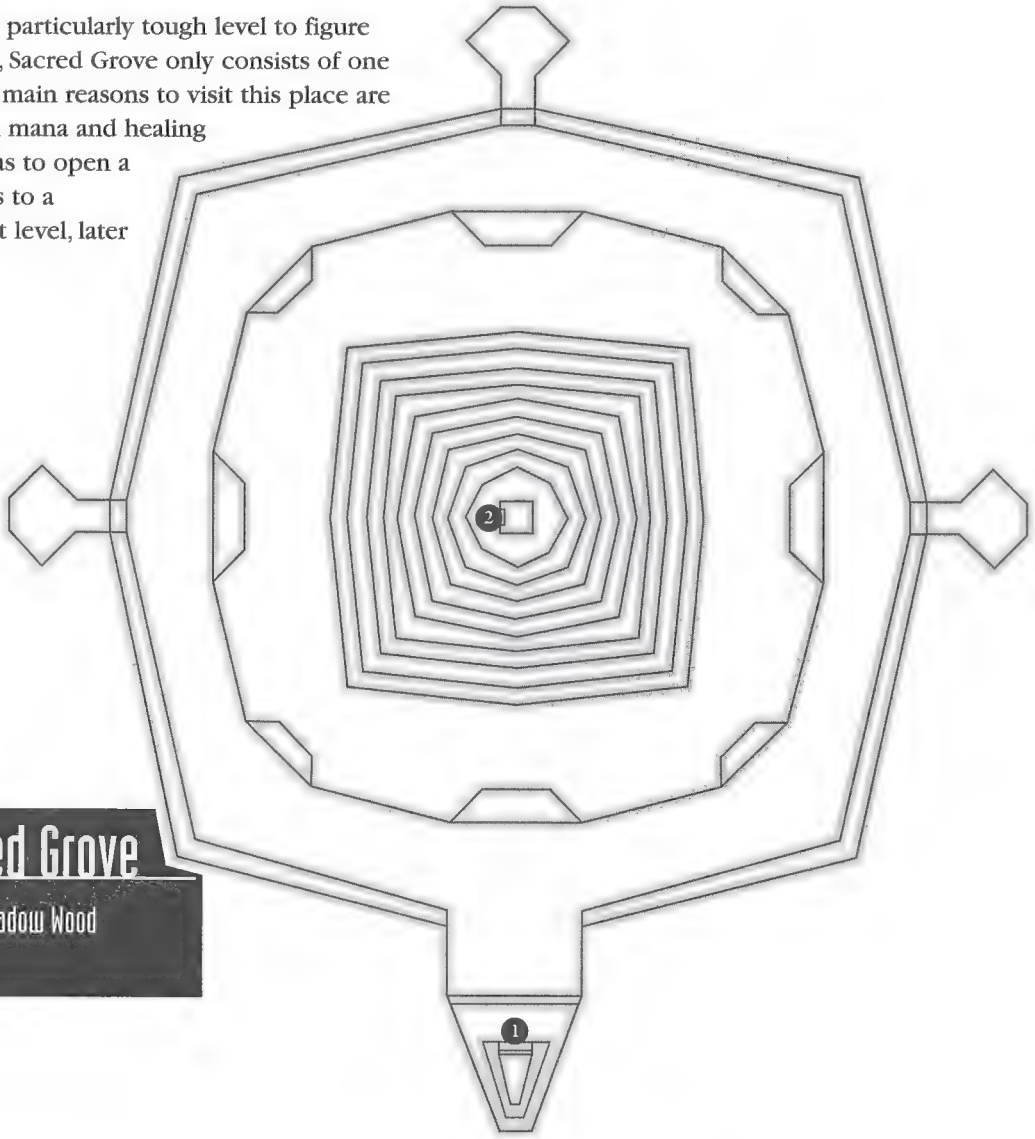
It's tough to hit the Wyvern, so don't get discouraged if it takes you several attempts to finish it off. Try to learn its flight pattern and lead it with your shots, and you'll have a much easier time dispatching it.

Once you knock off the Wyvern and Chaos Serpents, use the teleporter at "18" and ride back to Shadow Wood. After all, you still have a secret level to find!

You again arrive in the temple of Shadow Wood. Head for point "22"—it's at the top of a large rock formation, and you can only get there by jumping. Once you reach the top, you find a teleporter leading to Sacred Grove.

Secret Level:
Sacred Grove

This is not a particularly tough level to figure out. In fact, Sacred Grove only consists of one big room! The main reasons to visit this place are to stock up on mana and healing items, as well as to open a door that leads to a different secret level, later in the game.



Key: Sacred Grove

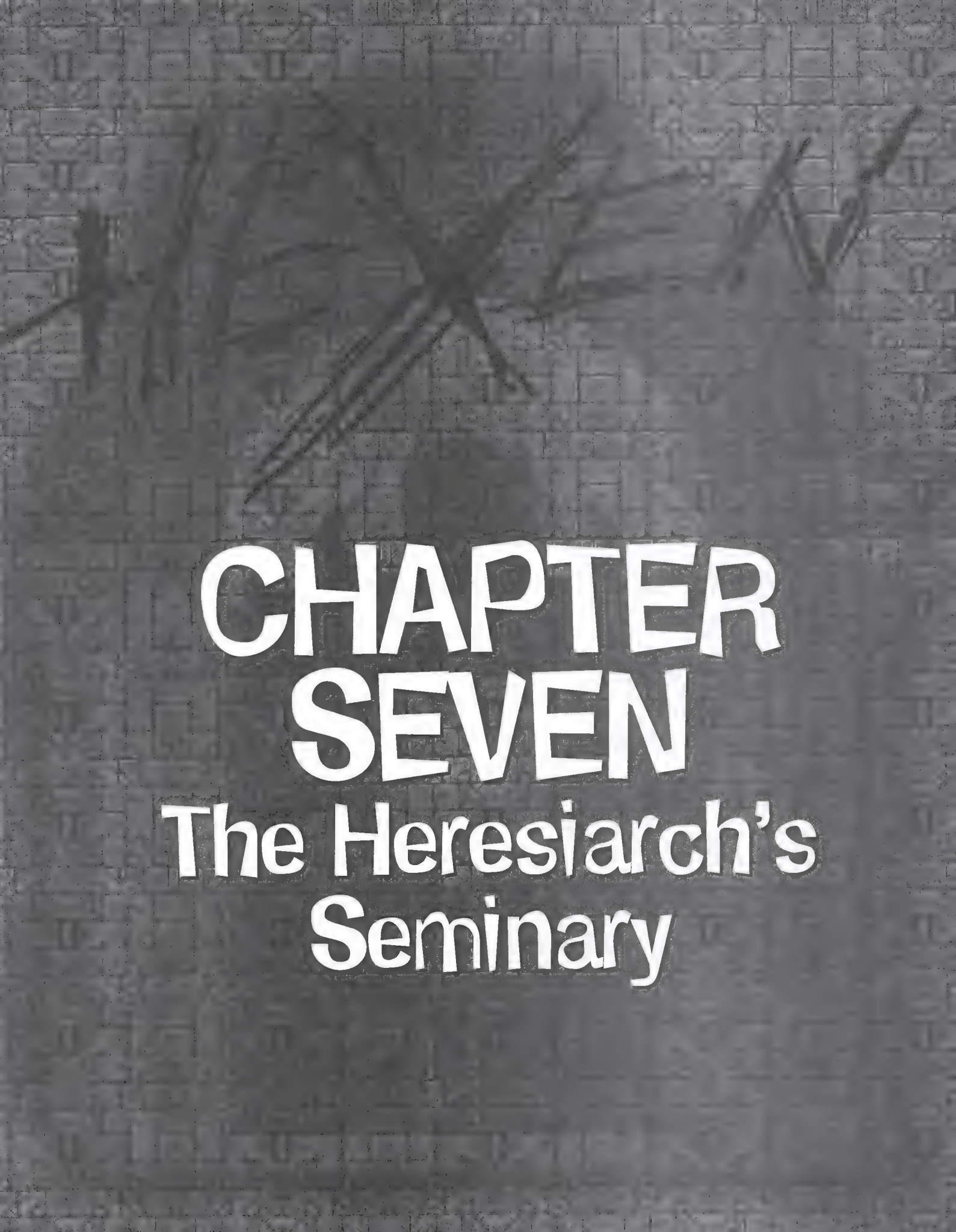
1. Teleporter to Shadow Wood
2. Wall Switch

Sacred Grove Walk Through

This isn't too difficult. In fact, your mission in Sacred Grove can be summed up in three easy steps:

1. Kill all those Ettins!
2. Throw the switch at point "2." This opens up an important passage in a different Hub.
3. Return to the teleporter at point "1" and walk through it.

Back on Shadow Wood, go to the teleporter at point "5" and travel back to the Hypostyle. From there, pick up any items you might have previously missed, then enter the teleporter at point "19" to advance to the next Hub.

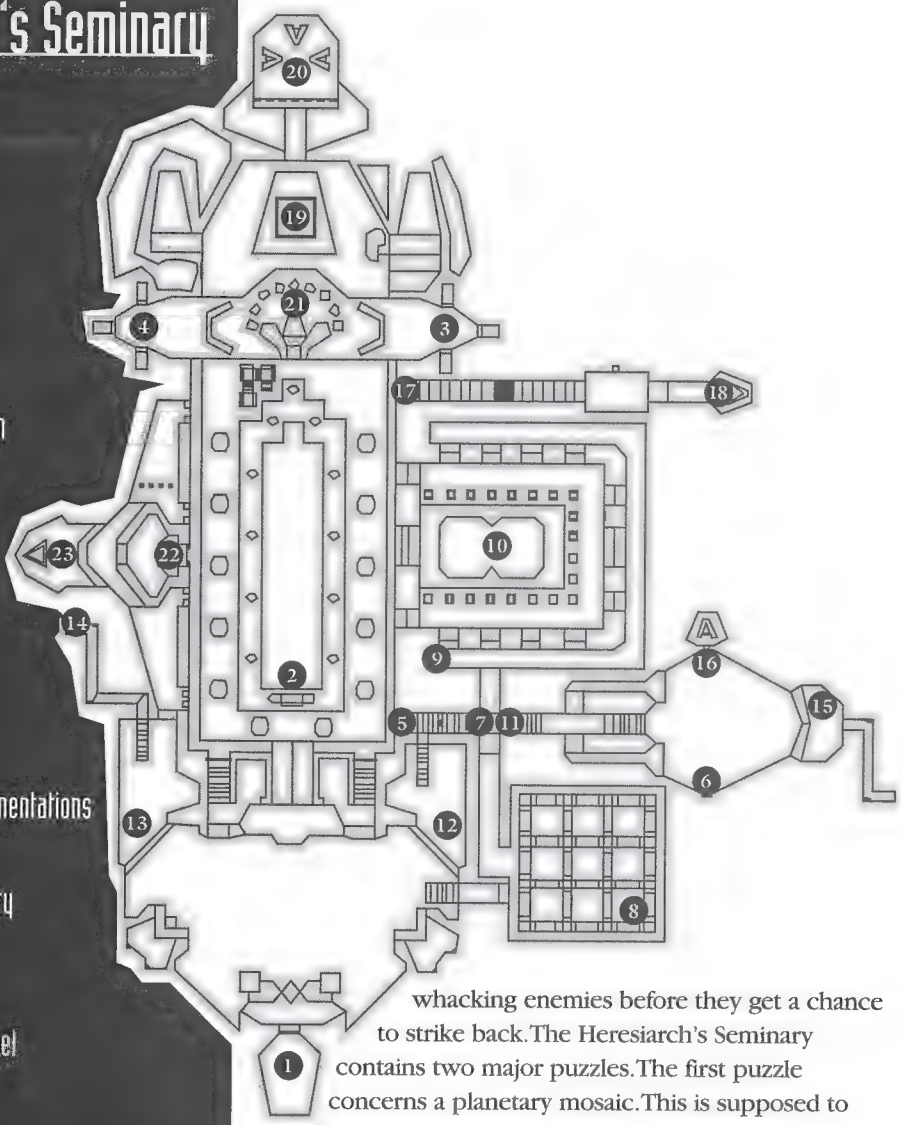


CHAPTER SEVEN
The Heresiarch's Seminary

THE HERESIARCH'S SEMINARY

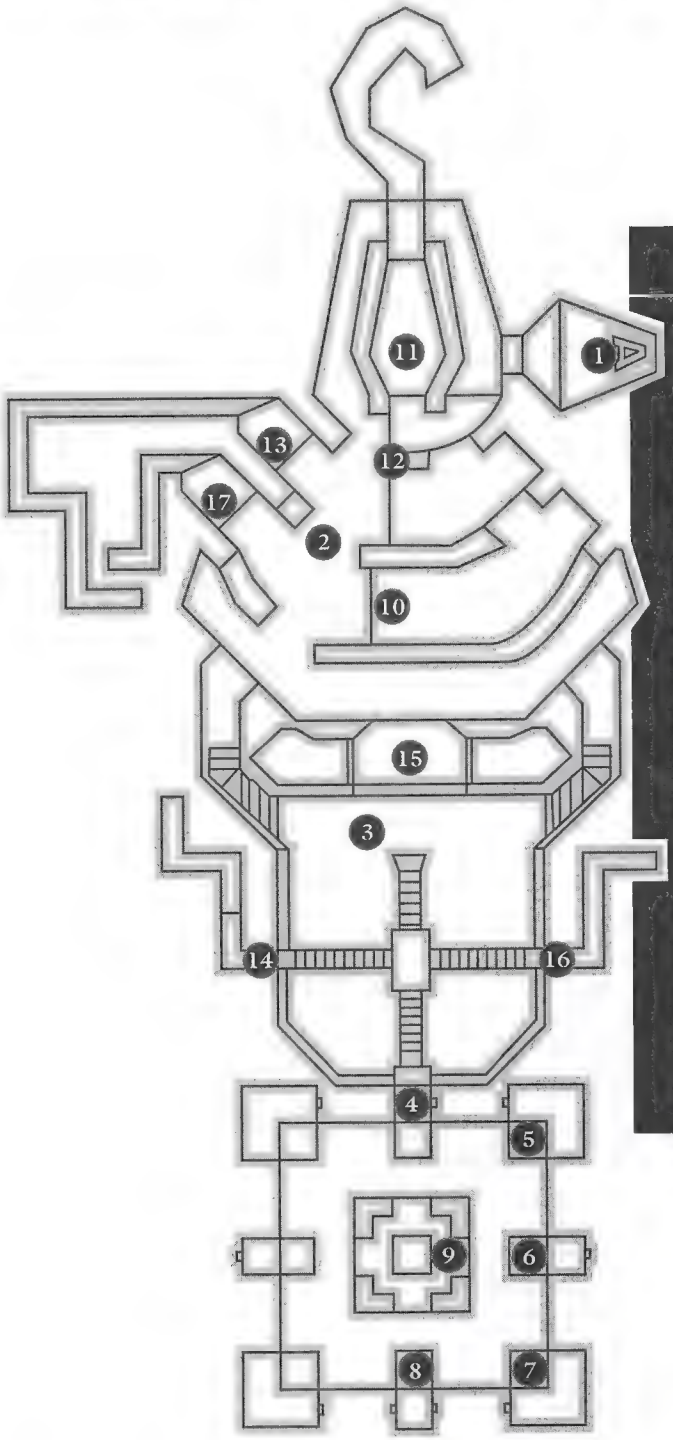
Key: Heresiarch's Seminary

1. Starting Point
2. Planetary Mosaic
3. Alcove with Windows
4. Alcove with Windows
5. Hallway
6. Hidden Switch
7. Rotating Panels
8. Third Piece of Super Weapon
9. Push Wall
10. Icon of the Defender
11. Wall Switch
12. Hidden Area
13. Hidden Area
14. Invisible Teleporter
15. Wall Switch
16. Teleporter to Orchard of Lamentations
17. Hallway
18. Teleporter to Silent Refectory
19. Magical Box
20. Teleporters to Chapels
21. Entrance to Deathwind Chapel
22. Wings of Wrath
23. Teleporter to Next Hub



Congratulations! You've reached the third Hub! You've also reached the point where combat becomes tough. You survive Heresiarch's Seminary only if you're patient and skillful enough to kill your smaller foes without using lots of artifacts and mana. This is usually accomplished by running for cover, ducking behind doorways, and whacking enemies before they get a chance to strike back. The Heresiarch's Seminary contains two major puzzles. The first puzzle concerns a planetary mosaic. This is supposed to contain six gems, each representing a planet. However, when you first discover it, it contains only one. You must recover the other five and put them in their proper places on the mosaic. Your second job is to light up nine wall panels in the northern part of the Seminary. To do this, you need to investigate three chapels. Each Chapel contains puzzle switches and secret areas that light up three wall panels in the Seminary. Once all nine panels have been lit, the Heresiarch appears for a showdown.

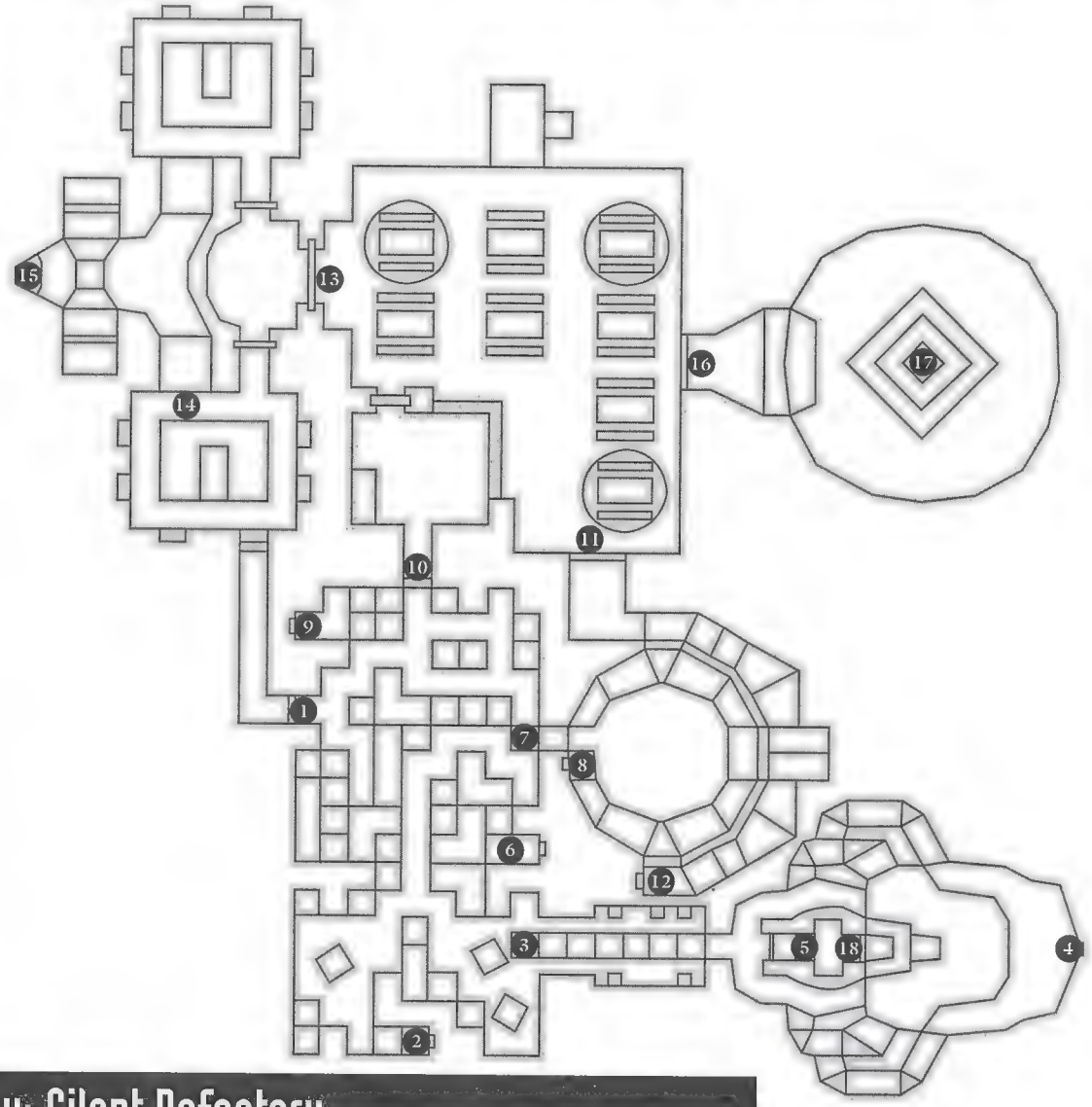
ORCHARD OF LAMENTATIONS



Key: Orchard Of Lamentations

1. Teleporter to Heresiarch's Seminary
2. Marker
3. Open Area
4. Wall Switch
5. Wall Switch
6. Wall Switch
7. Wall Switch
8. Wall Switches
9. Wall Switches
10. Ledge
11. Emerald Planet
12. Jumping Point to "13"
13. Jump Destination
14. Teleporter Exit
15. Porkelator
16. Secret Passage
17. Sapphire Planet

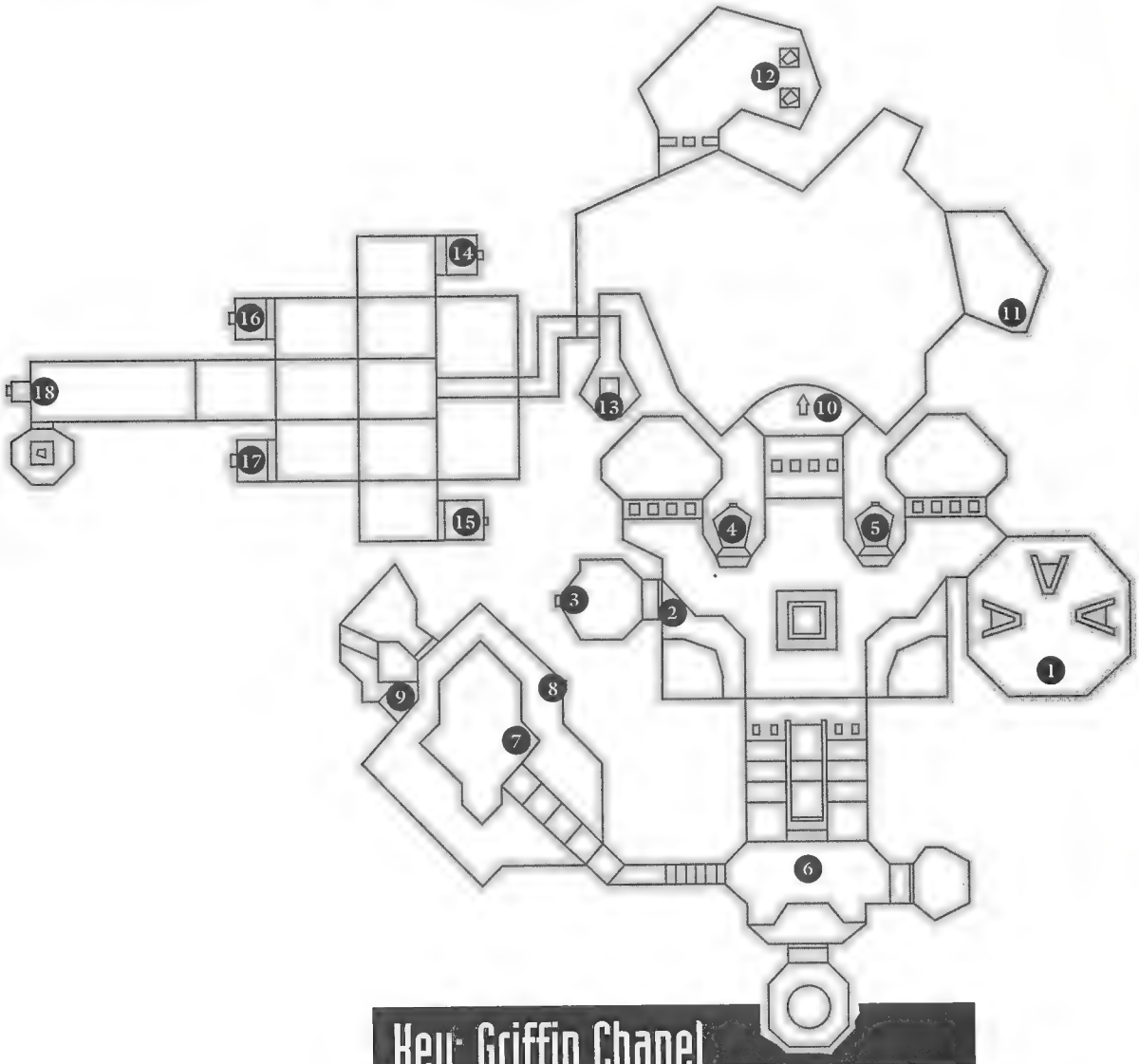
SILENT REFECTORY



Key: Silent Refectory

1. Starting Point
2. Wall Switch
3. Staircase
4. Wall Switch
5. Emerald Planet
6. Wall Switch
7. Elevator
8. Wall Switch
9. Wall Switch
10. Doorway
11. Doorway
12. Wall Switch
13. Doorway
14. Revolving Door
15. Ruby Planet
16. Doorway
17. Sapphire Planet
18. Teleporter to Heresiarch's Seminary

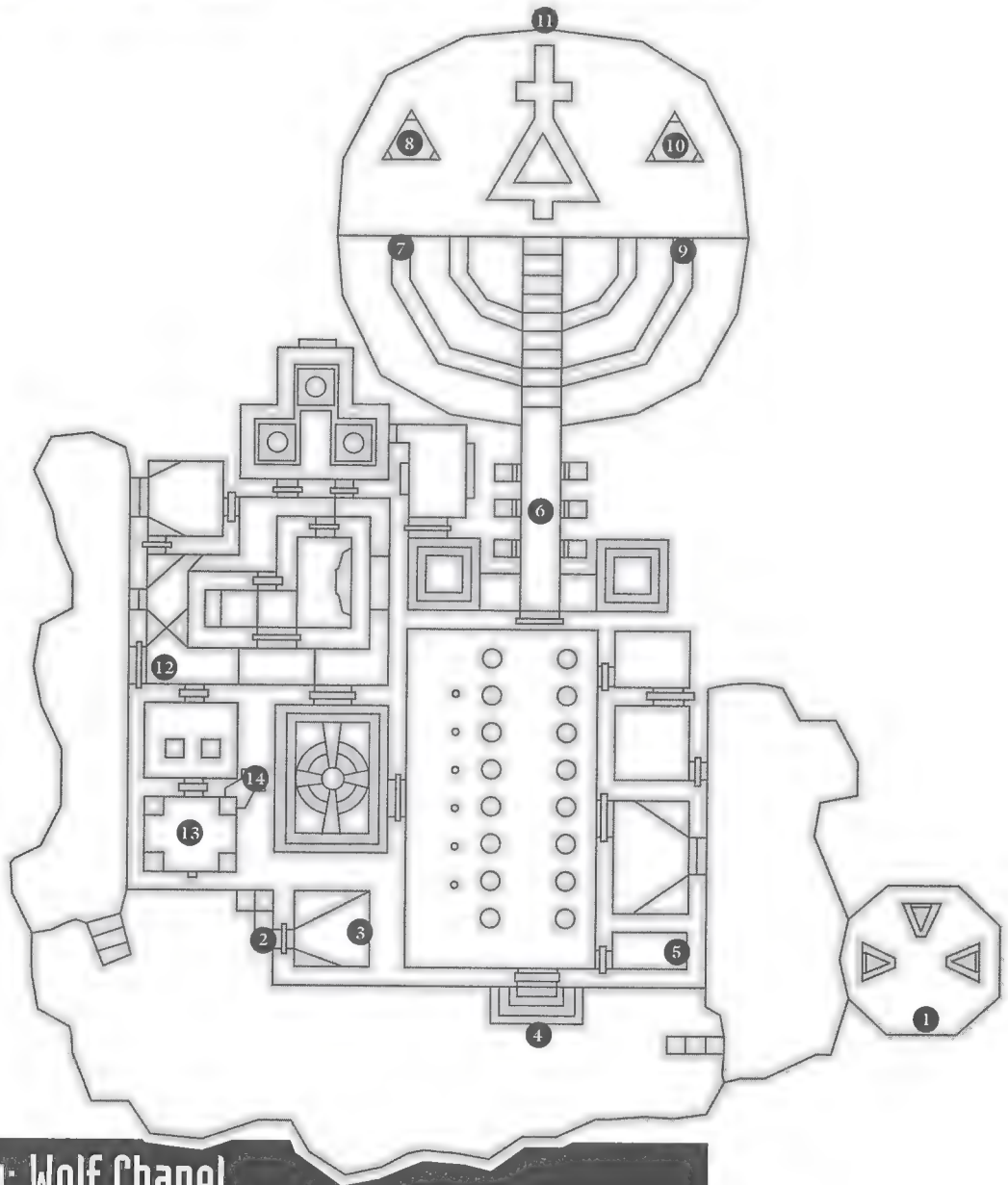
GRIFFIN CHAPEL



Key: Griffin Chapel

1. Teleporter Room
2. Secret Door
3. Puzzle Switch
4. Switch
5. Switch
6. Junction
7. Puzzle Area
8. Stained Glass Window
9. Ledge
10. Arrow to Magical Bridge
11. Wall Switch
12. Teleporter
13. Teleport Destination
14. Wall Switch
15. Wall Switch
16. Wall Switch
17. Wall Switch
18. Puzzle Switch

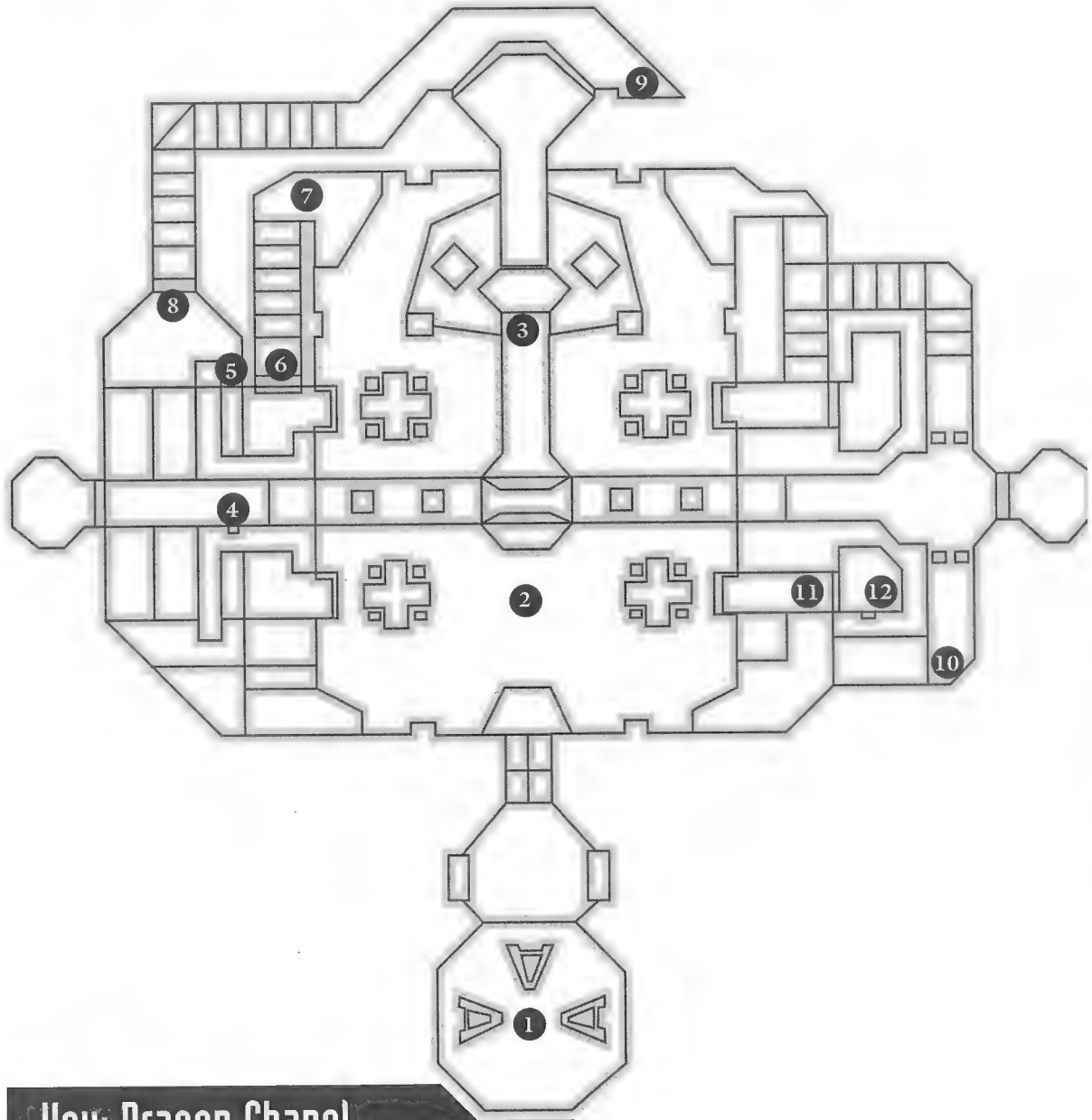
WOLF CHAPEL



Key: Wolf Chapel

1. Teleporter Room
2. Door
3. Wall Switch
4. Stairs
5. Puzzle Switch
6. Corridor
7. Jumping Point
8. Puzzle Column
9. Jumping Point
10. Puzzle Column
11. Krater of Might
12. Door
13. Puzzle Switch
14. Icon of the Defender

DRAGON CHAPEL



Key: Dragon Chapel

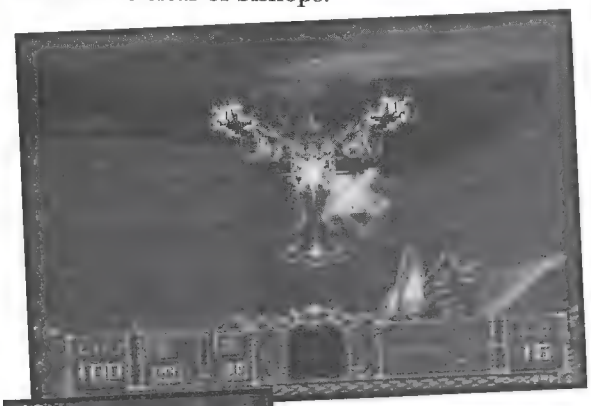
1. Teleporter Room
2. Krater of Might
3. Slime Altar
4. Puzzle Switch
5. Elevator
6. Secret Door
7. Wall Switch
8. Secret Door
9. Puzzle Switch
10. Elevator
11. Ledge
12. Puzzle Switch

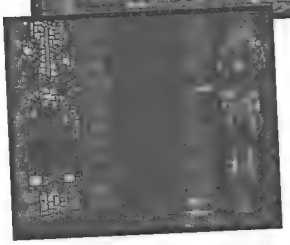
Heresiarch's Seminary Walk Through

You begin in a tower overlooking the Seminary (point "1"). You have to deal with a hail of fire from two flanking towers and the Seminary itself. Spend some time hiding at the base of the tower, moving around rapidly to dodge incoming missiles, and killing all the creatures you possibly can from this distance.

Make a dash for area "2," in the Seminary proper, where you're surrounded by Dark Bishops. Two rows of torches light up once you've been inside the Seminary for a while.

The bishops aren't terribly tough, but their attacks are deadly. Take a few shots at them, then run back to the doorway and blast the Bishops as they come after you. Repeat this process until the main hall's clear of bishops.



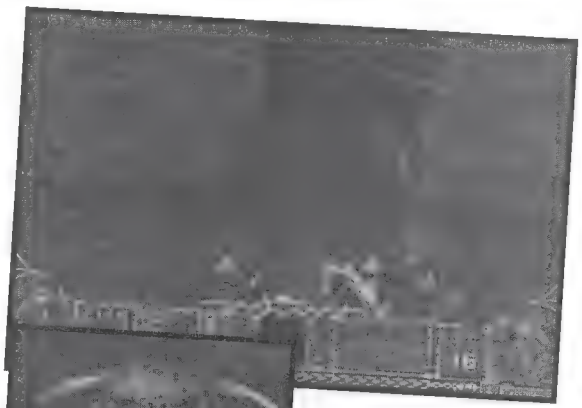


Go to point "3," break all three stained glass windows you find there, and pull all three switches behind them. Do the same at point "4."

Run over to point "5," a hallway that's just opened up. Head for point "6," taking out as many tough monsters as you can, including some extremely pesky Slaughtaurs on a high ledge. At "6," destroy the two dead trees blocking your way, to reveal a wall switch. Flip this switch to activate four large revolving panels in the hallway.

Head over to point "7," and you will see wall panels slowly revolving to the north and south. Walk through the southern panel and enter the square area at point "8." It's filled with vases, most of which contain mana. You also find the final piece of your super weapon!

Walk back to the hallway and go north from point "7" through the revolving panel. At area "9," save the game and push the western wall. This causes small elevators to drop all around the perimeter of area "10." Use these to ride up and fight the Chaos Serpents milling around in there. They're definitely worth fighting, because there's an Icon of the Defender to find.



When you get the Icon, go back into the hallway and press the button at point "11." This adjusts the level of a nearby staircase and opens up a southern passage near area "5." Take this passage to "12" and kill the Dark Bishops, then run across the castle grounds to area "13," on the western part of the map, and face further Bishops.

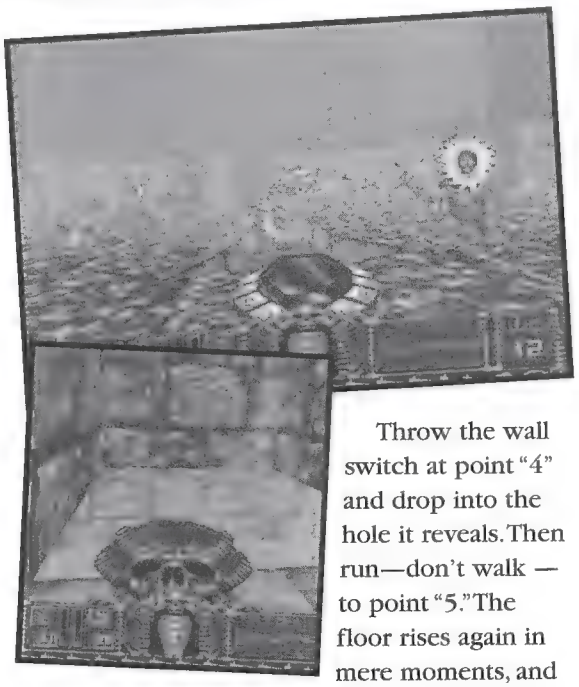
Take the narrow northern passage. It's hard to see where you're going, because the hall is dark and winding. At a certain point, you step through an invisible teleporter and appear in an identical hallway behind point "15." If you're very careful, you can see exactly when the teleport happens. Alternatively, switching to map mode makes it obvious.

You come out from the hallway on the elevated dais at area "15." Throw the wall switch there, then jump down and enter the teleporter at "16."

• Now Refer to the Orchard of Lamentations Map

After appearing at area "1," head for point "2." There's nothing special there—it's just somewhere to run to. Don't linger, or the Slaughtaurs on high ledges become a real problem.

Head for area "3." Drop into the lowered staircase and move south. Save the game when you reach "4," because you might need to perform this next feat several times before getting it right.



Throw the wall switch at point "4" and drop into the hole it reveals. Then run—don't walk — to point "5." The floor rises again in mere moments, and if you aren't in a safe area (like areas "5" through "8") when the floor rises, it crushes you. At "5," throw the wall switch to again open a hole in the floor. Jump into the hole and dash to point "6." Now repeat this procedure to get from "6" to area "7," then to "8."

At point "8," activate both wall switches. One switch opens the hole, the other opens area "9," where you have to contend with a swarm of bishops here, so stay alert!

Area "9" contains two switches. One just lowers the floor, as usual, but the other causes crucial changes in the level structure, so make sure you throw both switches.

Go back to area "4," then proceed northward to "10." The ledge there should have lowered sufficiently for you to jump up on it. Jump up the series of ledges to the slime river at point "11," where you find an Emerald Planet. Take the Planet but don't get carried off by the river.

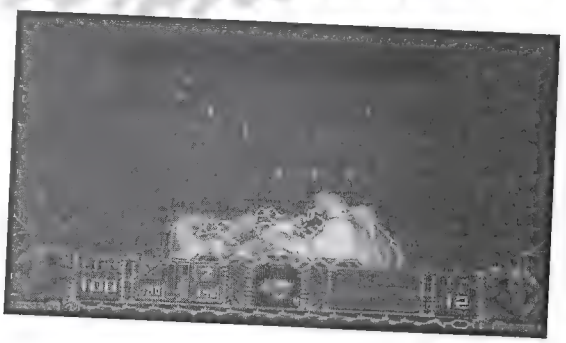
Climb up on the ledge at point "12" and take a running leap to "13." It's a tough jump, and if you're playing the mage, you need to make a nearly perfect leap. If you think you're making perfectly timed and perfectly positioned running jumps but still miss the ledge, the problem may well be that you're not holding down the jump button long enough.

At point "13" you find a corridor. Somewhere inside it is an invisible teleporter that dumps you out at "14." Keep walking forward until you enter a large, open area that you've already visited.

In the open area, save the game and go north to point "15," where you find a Porkelator. Several angry Slaughtaurs come out to greet you, but the Porkelator is worth the effort.

Head for the tunnel at point "16." Walk thorough the tunnel until you automatically teleport into the tunnel leading to area "17," where you find a Sapphire Planet. Take the Planet, jump down, and return to the teleporter at point "1." Teleport back to the Heresiarch's Seminary.

• Now Refer to the Heersiarch's Seminary Map



Back at point "16," take a quick jaunt over to the hallway at "17." Walk forward into the hallway and activate the elevator by pulling a wall switch. Take care! The elevator drops very quickly. Unless you dash over and leap in just as soon as you pull the switch, you're hurt by the fall.

At the bottom of the elevator, a Chaos Serpent's waiting for you. Kill the Serpent and get into the nearby teleporter.

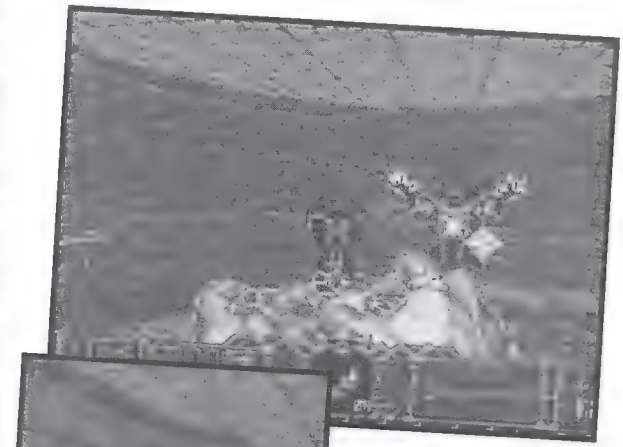
• Now Refer to the Silent Refectory Map

You appear at point "1," in a small maze of crates. Dark Bishops fly around in this maze, so use caution and try to kill them as soon as they appear.

Make your way to point "2" and throw the switch you find there to open the stairs at point "3." Ignore the teleporter at the bottom of the stairs and go into a room full of Dark Bishops.

After cleaning out the bishops, throw the wall switch at point "4," which reveals the Emerald Planet at "5." Go there and take the Emerald.

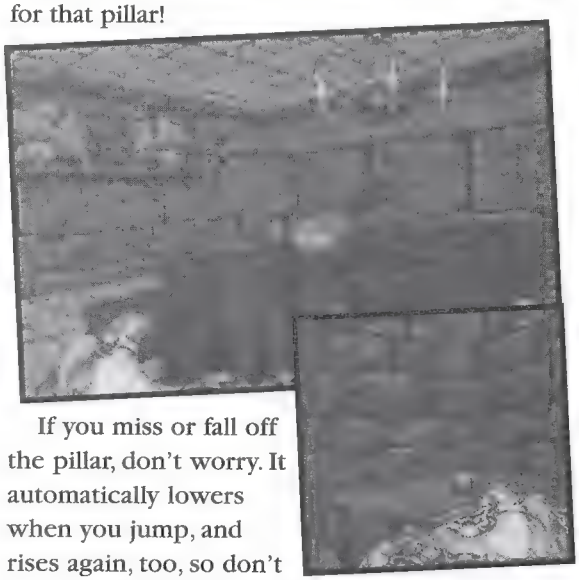
Make your way to point "6," where throwing a wall switch activates an elevator (disguised as a box of crates with strange markings) at point "7." Take this elevator down, kill the Slaughtaurs you find there, and climb the circular stairs to point "8"—there's a wall switch up there. However, you might want to use a Controller Pak before throwing it, since several Bishops teleport in behind you once the switch is activated.



Go down the circular stairs, take the elevator back up to the main, crate-filled room, and head over to point "9." Locate yet another wall switch and throw it to open the door at point "10." Walk through the door into the large dining area and gather Discs of Repulsion as you proceed past "11" into a dark corridor leading upward. At the end of the corridor (point "12"), throw a wall switch.

Return to the dining area, then walk through the door at "13." In the small antechamber, take the south door. You emerge in a small room with a lava pool occupied by a number of Bishops. Kill them, then push repeatedly on the wall at point "14" to open a revolving door leading to "15," where you can pick up a Ruby Planet.

Now sprint over to point "16." To the east is a deep chasm with a Sapphire Planet on a central pedestal. Stand there and wait while the terrain readjusts itself. Save the game. Then make a jump for that pillar!



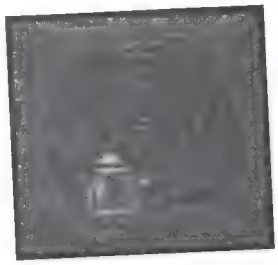
If you miss or fall off the pillar, don't worry. It automatically lowers when you jump, and rises again, too, so don't worry about getting stuck. Just ride the pillar back up, then jump back to solid ground.

You're done with the Silent Refectory now; head for the stairs at point "3." When you reach the staircase, walk down and teleporter to the Heresiarch's Seminary.

• Now Refer to the Heersiarch's Seminary Map

Take the elevator up to the main level of the Seminary and walk over to the planetary mosaic at point "2." Highlight the Planets in your inventory, and start putting them into the empty spaces of the mosaic. If a particular planet doesn't seem to fit, try moving around and press the Use buttons on different parts of the mosaic. You can't put a planet in the wrong position, so don't worry about making mistakes.

With all the planets in position, you are free to enter area "20," where three teleporters lead to three different chapels. You also find a wall with nine unlit panels. Only when all nine panels are lit does the Heresiarch appear.



On your way to "20" you pass area "19," a square area with walls that occasionally drop to reveal an assortment of monsters and artifacts.

This is a magical area, and occasionally walking up to it lowers the walls, so you can collect the goodies inside. Of course, you must also fight the monsters therein, but if you're in bad shape and need useful artifacts, it pays to save your game and see what's inside area "19." Medium-power artifacts, like Banishment Devices, often hide there, and if you're really lucky, you might get a Krater of Might.

Regardless of whether you choose to investigate this magical box, next proceed to the teleporters at area "20." Each teleporter sports a symbol identifying the chapel it leads to: The one with a two-headed wolf leads to Wolf Chapel; the teleporter with two griffins corresponds with, not surprisingly, Griffin Chapel; and the one with the dragon's head directs you to Dragon Chapel. For now, teleport to Griffin Chapel.

• Now Refer to the Griffin Chapel Map

You appear in a teleporter room at point "1." There are caged Chaos Serpents in this area; kill them as best you can.

At area "2," push the wall to reveal the switch at point "3." Throw the switch to solve a ninth of the Chapel puzzle. This also reveals switches at areas "4" and "5," which open the Chaos Serpent pens.

When you're done, locate the teleporter that leads to Wolf Chapel and enter it.

• Now Refer to the Wolf Chapel Map

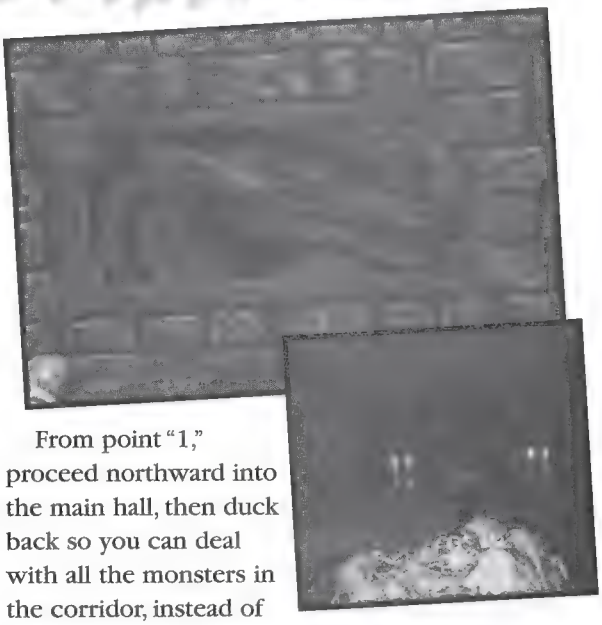
Upon appearing at point "1," run into the large open area and battle the assorted Ettins and Slaughtaurs who attack you. At area "2," you find a small staircase leading to a room with a switch ("3"). Throw the switch to open the door at area "4," which leads to a hall that swarms with Slaughtaurs and Chaos Serpents, so you are well advised to just peek in and run back out. Clerics should set poison Flechettes in the doorway.

Once the monsters are dead, take the small door to area "5" and throw the puzzle switch. Proceed to area "6," where Ettins burst through stained glass windows when you get close.

Proceed into the northern area of the map. After defeating a swarm of nasties headed by Dark Bishops, get up on the ledge at point "7" and leap over to the pillar at "8." You don't need to stay up there for long; you just need to touch the floor of the pillar. Go to point "9," on the other side of the room, and perform a similar leap to reach point "10."

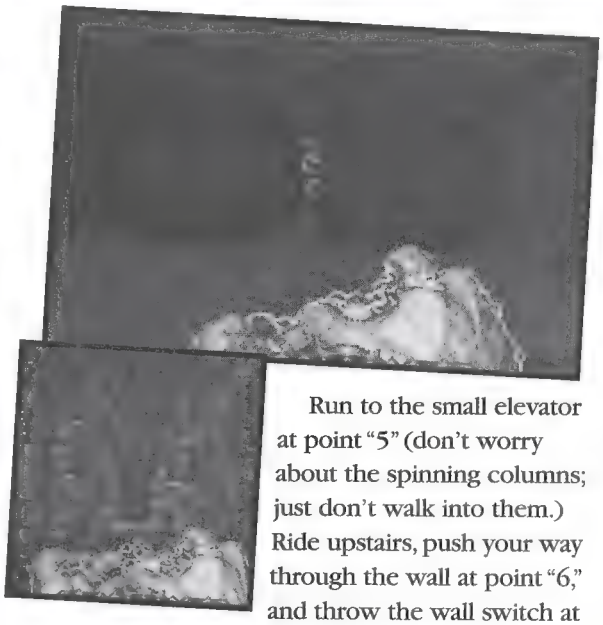
Once you have jumped onto both pillars, another section of the puzzle is solved. Several Bishops appear, and the floor readjusts itself so you can jump up to the Krater of Might at point "11." Head back to the teleporter room and go to the Dragon Chapel.

• Now Refer to the Dragon Chapel Map



From point "1," proceed northward into the main hall, then duck back so you can deal with all the monsters in the corridor, instead of out in the open. You encounter some Slaughtaurs up on pillars that are very hard to kill. You can only do your—Wraithverge is a popular method—or just ignore them.

Walk to the slime altar at point "3" and kill the Stalker inside. Collect all the artifacts surrounding the altar, including a Mystic Urn. Then run into the western hallway and throw the puzzle switch at point "4."



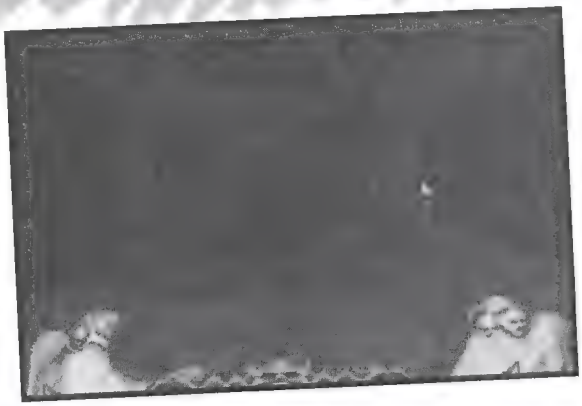
Run to the small elevator at point "5" (don't worry about the spinning columns; just don't walk into them.) Ride upstairs, push your way through the wall at point "6," and throw the wall switch at "7." Jump back down to the main floor of the chapel, then go over and push open the wall at point "8." Behind it, follow the corridor all the way to the puzzle switch at point "9." Throw the switch.

Go back to the main hall of the chapel. Enter the eastern hallway and bear south. Press on the wall at point "10," which lowers an elevator. Climb onto the elevator and ride upstairs, then drop off the ledge to a lower one at point "11." Don't drop back to the main floor of the chapel, else you have to ride the elevator back up and try again.

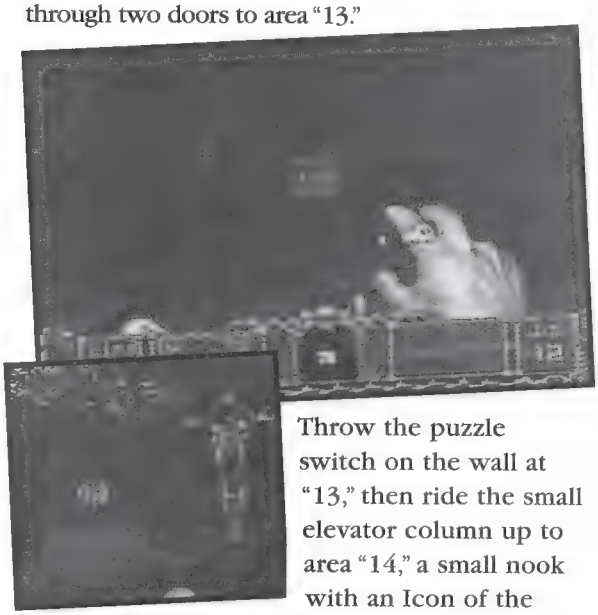
When you hit the ground at "11," a door slides open to reveal—you guessed it—several Dark Bishops. Kill them all, then throw the puzzle switch at point "12."

You're all done with the Dragon Chapel now. It's time to clean up a few loose ends on Wolf Chapel, so go to the teleporter room at area "1" and enter the Wolf teleporter.

• Now Refer to the Wolf Chapel Map



At Wolf Chapel, leave the teleporter room and go through the western door at point "12." This takes you to an intricate area with lots of doorways, Dark Bishops, and items. Feel free to explore extensively later, but for now, just turn directly south and pass through two doors to area "13."

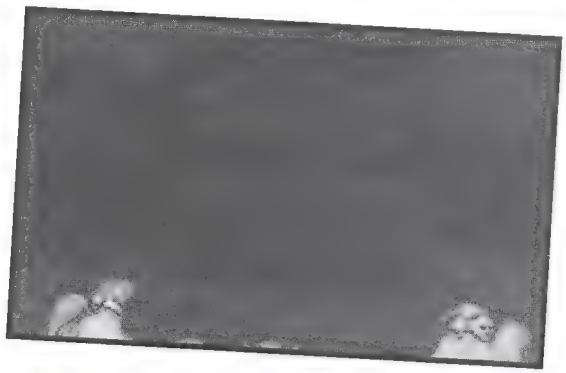


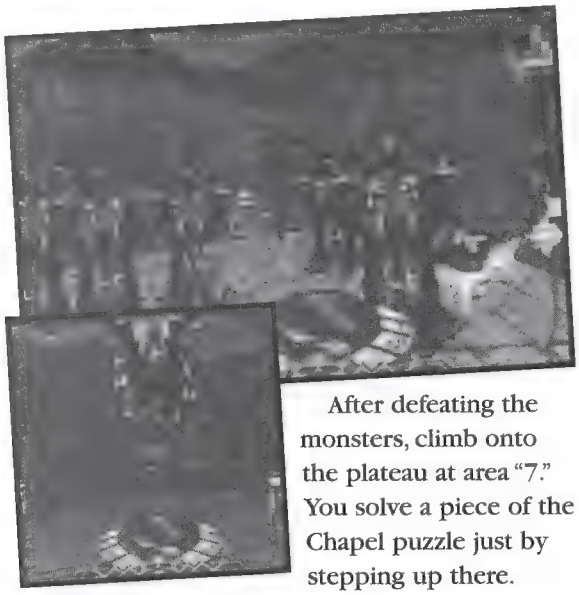
Throw the puzzle switch on the wall at "13," then ride the small elevator column up to area "14," a small nook with an Icon of the Defender in it. You should have a couple of Icons in your inventory by now, but don't get reckless and waste them. You'll need them when you face the Heresiarch!

Load up on artifacts, then head back to the teleporter room at point "1." Take the teleporter that leads to Griffin Chapel.

• Now Refer to the Griffen Chapel Map

Back in Griffin Chapel, climb down a set of oversized steps to point "6," then go west through a tunnel that leads to a staircase and a plateau with lethal drops on either side. A veritable army awaits you on the plateau, so stick around only long enough to take in the scene before heading back into the hallway and fighting from there.

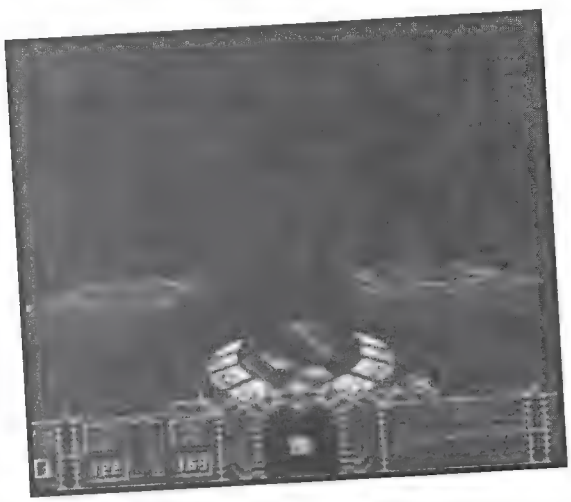




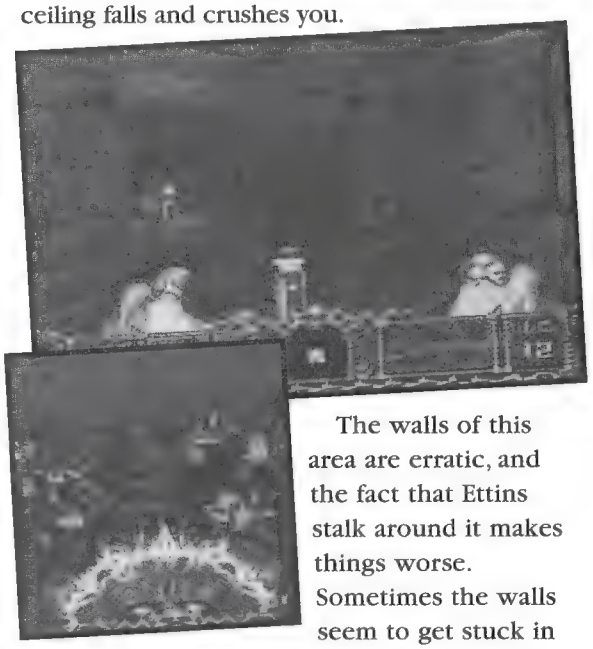
After defeating the monsters, climb onto the plateau at area "7." You solve a piece of the Chapel puzzle just by stepping up there. Fire a missile weapon to break the stained glass window at "8," and a ledge appears at area "9." If you jump to the ledge and push on a wall in the small cave there, you can get a Porkelator.

Make your way up to point "10," which features a sheer drop-off. An arrow on the floor points out into space. If you have a Controller Pak, save your game here!

Adjust your position so that you're perfectly lined up with the arrow, then walk or run off the edge! A magical bridge appears underfoot and prevents you from falling. You will fall, however, if you aren't properly lined up with the arrow, or if you walk too slowly, because there's a small gap between the cliff and the end of the magic bridge. Follow the bridge to area "11," where you should throw a wall switch, then take the bridge over to area "12." The teleporter there sends you over to point "13." Save the game.



Follow the corridor until it enters into a large room with continuously moving walls. This is an extremely tough room, and it will probably take you several tries to get through it. In essence, what you need to do here is sprint through the room, avoiding the moving walls, in an attempt to visit areas "14" through "17." In each of these places is a hidden alcove you can enter by activating a secret door, and inside all four alcoves is a skull switch. All four switches must be activated before you visit area "18," otherwise the ceiling falls and crushes you.



The walls of this area are erratic, and the fact that Ettins stalk around it makes things worse. Sometimes the walls seem to get stuck in one position—which can pose a problem if they're stuck right in front of one of the four alcoves. Watch the walls carefully before moving out into the danger areas, and always run at top speed once you've started to move.

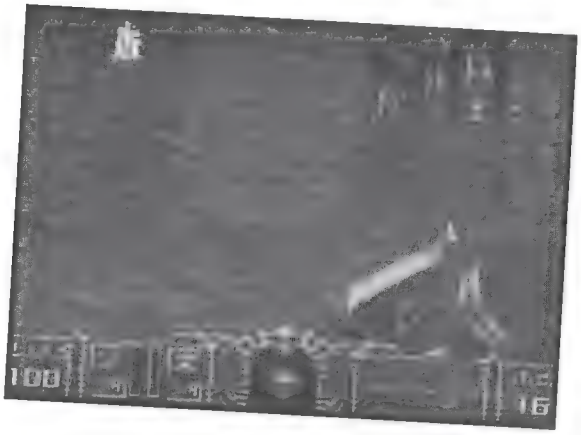
• Now Refer to the Heersiarch's Seminary Map

After you throw all four skull switches and activate the puzzle switch at area "18," a teleporter opens up to the south. Go through it, and you reappear at "12." From there, you can easily get back to the teleporter room to head back to the Heresiarch's Seminary.

Notice that all nine wall panels in the Seminary are now lit up. Save your game the instant you arrive here, then prepare your weapons and inventory as best you can and run out into the center of the hall (around area "2"). The Heresiarch waits there, and he's one tough guy to beat. You can find some strategies for beating a Heresiarch in Chapter 6, but here are a few quick reminders:

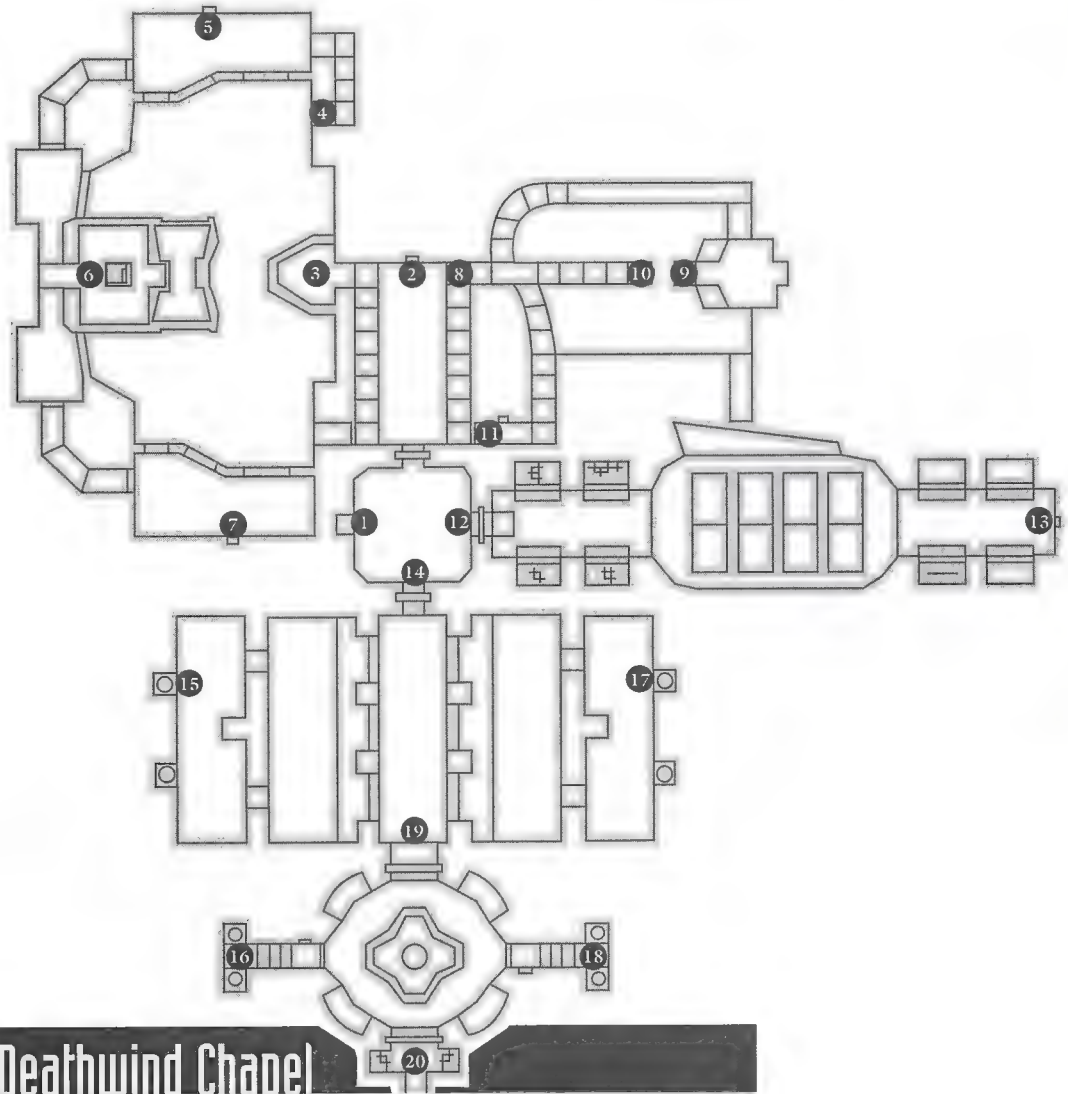
- Don't just stand there and beat on the Heresiarch. Attack briefly, run away for a while, then return and attack again. This increases your likelihood of hitting him. He puts up his force field to reflect repeated blows back at you.
- The purple swirls around the Heresiarch's head mean he's got his shield up. Hide in a different part of the castle for a while, then return when the shield is down. You can't hurt him while the shield is up.
- The bouncing red skulls the Heresiarch throws at you home in quite accurately. However, since they don't do half as much damage as the purple blasts he shoots from his fingertips, don't worry about them too much.

- At some point, the Heresiarch summons Dark Bishops. Do your best to ignore them and concentrate on the Heresiarch.
- Big implements of destruction like the Porkelator and Chaos Device don't work on the Heresiarch. Too bad! Flechettes can cause serious damage, though. The best item for fighting the Heresiarch is the Icon of the Defender.



When you defeat the Heresiarch, the pillars guarding area "21" on your map start to open and close. If you wish to visit the secret level, you hop inside the pillars and ride down the small elevator they conceal. The teleporter below leads to Deathwind Chapel, the Seminary's secret level.

DEATHWIND CHAPEL



Key: Deathwind Chapel

1. Teleporter
2. Wall Switch
3. Balcony
4. Stairs to "5"
5. Wall Switch
6. Column and Elevator
7. Wall Switch
8. Stairs Down
9. Jump Point
10. Jump Destination
11. Wall Switch
12. Door
13. Wall Switch
14. Door
15. Teleporter to "16"
16. Teleporter to "15" and Wall Switch
17. Teleporter to "18"
18. Teleporter to "17" and Wall Switch
19. Doorway
20. Krater of Might

Deathwind Chapel Walk Through

You start by the teleporter in area "1." Go north and throw the switch at point "2," which raises the western staircase in this room.

Take the stairs up to "3," a balcony that overlooks a lava lake. Kill the swarm of Afrits, then leap into the lava and dash to area "4." Climb up this short stairway and throw the wall switch at "5," then run back into the lava and dash over toward point "6."

Ride the elevator and throw the wall switch at point "7." Go back downstairs and throw the switch that you now find on the central column, near point "6."

Cross the lava to the dorrway between "7" and "3" and proceed to the staircase at point "8" and walk down. Save the game before venturing out onto the narrow ledge, then work your way around to point "9." Leap across to point "10," which causes a small bridge to appear, and reveals a switch at point "11." Walk to "11" and throw the switch.

Go back to the room you started in. Open door "12" and run toward point "13." A hall full of spinning columns bars your path, but if you run through the hall immediately, before the columns really get going, you're assured of safe passage. At "13," throw the switch, but be ready for the bad guys it unleashes.

Return to the teleporter room and go to door "14." Peek inside, then immediately go back up. This room is packed full of monsters, and if you linger, you invite a massacre. You run into much less trouble if you hide near the doorway at "14" and kill the creatures as they move toward you.

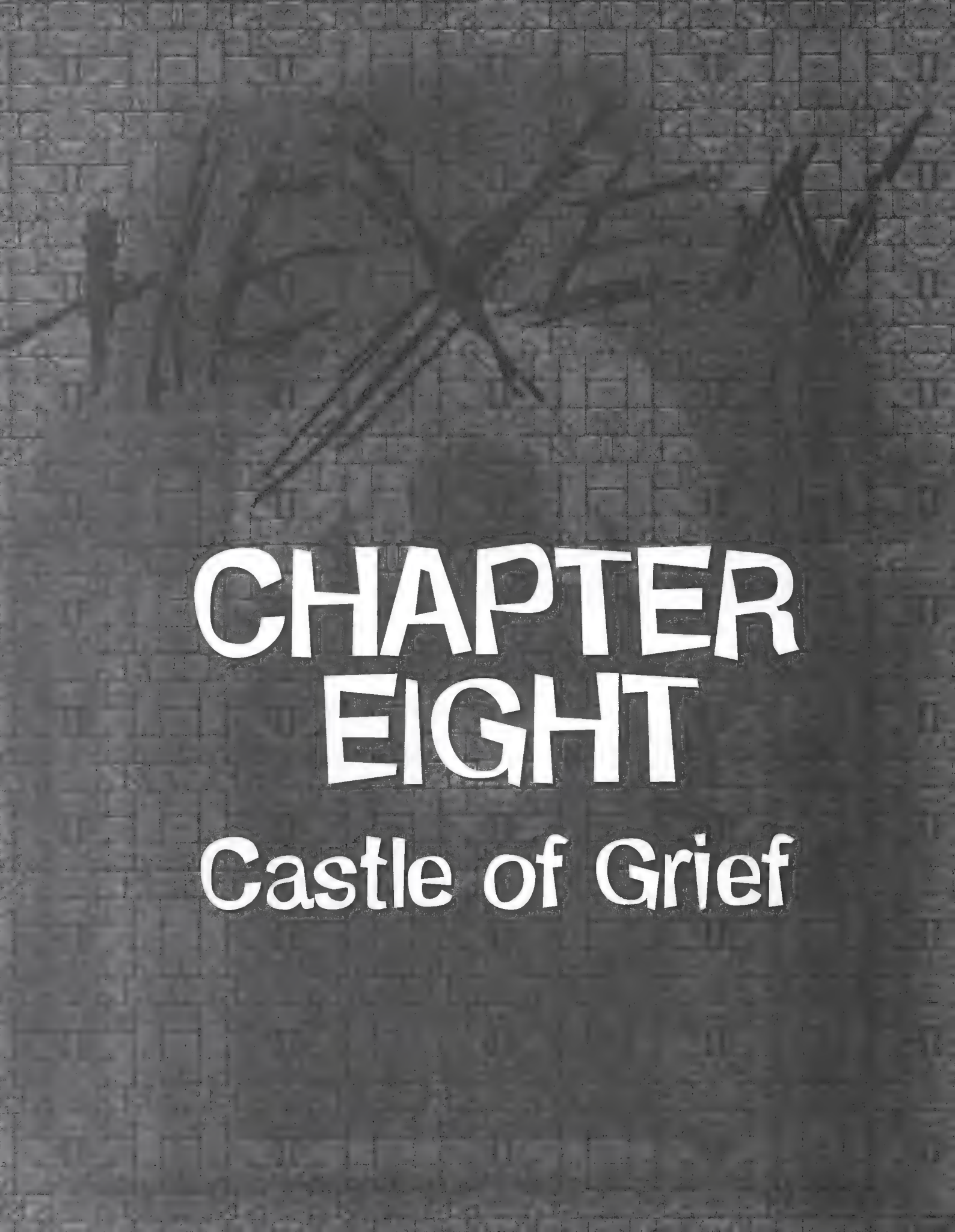
Run over to point "15" and jump into the ground teleporter. This takes you to point "16," where you can run up a few steps, throw a switch, then run back down and teleport back to "15." Go to the teleporter at "17" and repeat the process—teleporting over to area "18," throwing the switch, then teleporting back.

From point "17," proceed south through door "19." You can collect a Krater of Might at area "20," along with some mana and miscellaneous items. When you're ready, go to "1" and teleport back to the Seminary.

• Now Refer to the Heersiarch's Seminary Map

Back at the Seminary, visit area "22" to pick up Wings of Wrath. If you've conserved your Wings, you have three pairs by now, so you can immediately use a pair when you get to the next level.

At point "23," you find the teleporter leading to the next Hub, the Castle of Grief. Step inside when you're ready....

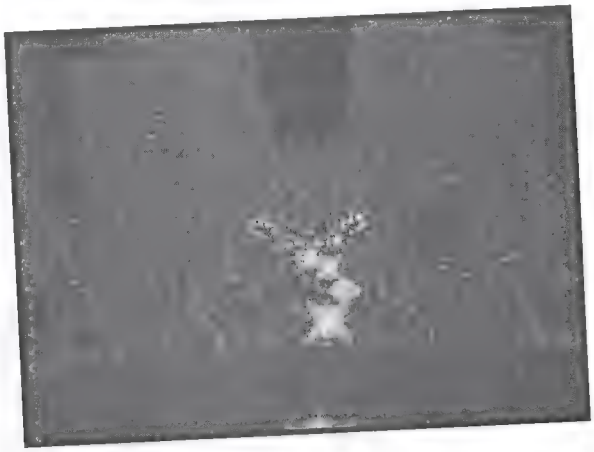


CHAPTER EIGHT

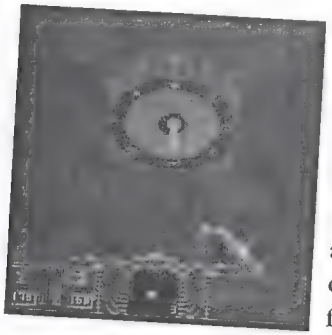
Castle of Grief

Castle of Grief

As the name implies, you receive your fair share of trouble in this Hub. It's not that the puzzles are terribly difficult, but you have very little time to think about them, because angry monsters constantly breathe down your neck. Kill the initial wave of monsters in each stage as efficiently as possible, then perform your tasks as fast as you can—because you can bet that more are on the way.



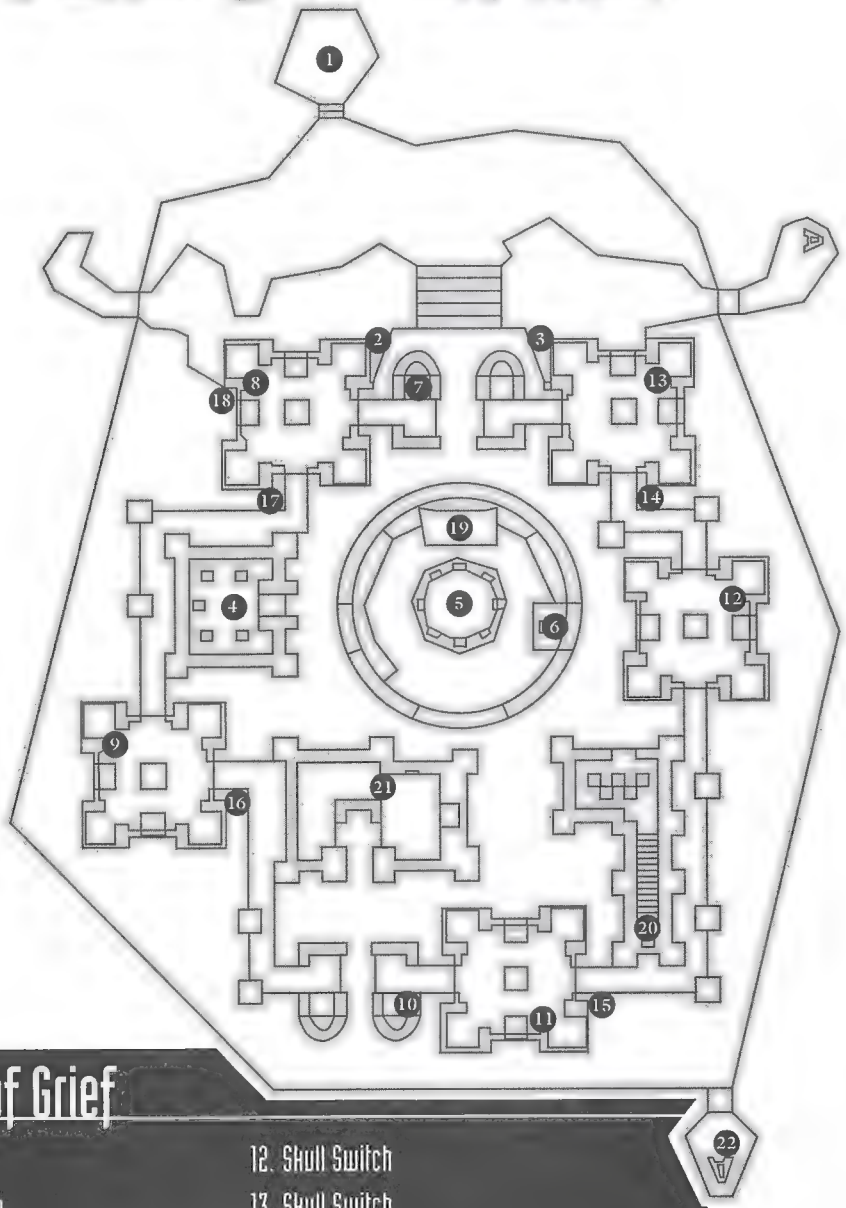
This Hub features two major puzzles. The first puzzle is simple enough: Retrieve four missing clock gears and put them in their proper places to fix a gigantic timepiece. However, the second quest may not be as clear as the puzzles in Shadow Wood and the Heresiarch's Seminary. It involves finding the Axe Key, which opens a door that leads to another Heresiarch. This quest requires you to run around on several different game levels and flip switches like mad.



The Castle of Grief levels give you a lot of optional places to go, things to find, and creatures to kill, but this walk through skips most of them. Feel free to explore instead of rigorously following these directions, but be warned that the value of any artifacts you find will often be outweighed by the extra creatures you must fight in the process of locating them.

Don't get discouraged by the sheer volume of creatures you face in this set of levels. It's a little depressing, but if you can make it through the Castle of Grief, you're able to play in the final Hub, and that's where the real fireworks begin!

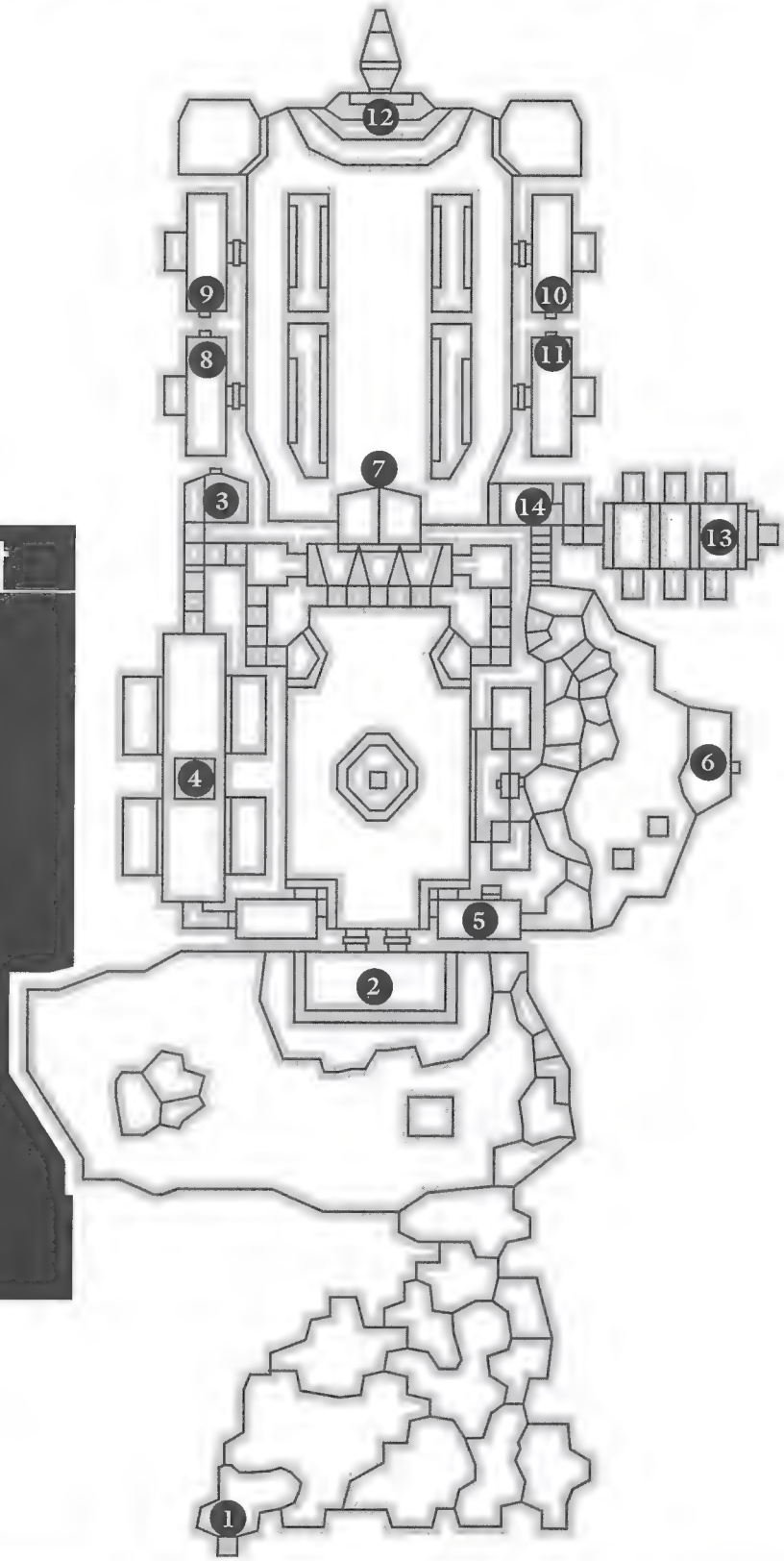
CASTLE OF GRIEF



Key: Castle of Grief

1. Starting Point
2. Drawbridge Switch
3. Drawbridge Switch
4. Gear
5. Gear
6. Wall Switch
7. Elevator
8. Skull Switch
9. Skull Switch
10. Elevator
11. Skull Switch
12. Skull Switch
13. Skull Switch
14. Wall Switch
15. Wall Switch
16. Wall Switch
17. Wall Switch
18. Krater of Might
19. Gear
20. Gear
21. Clock Room
22. Teleporter to Forsaken Outpost

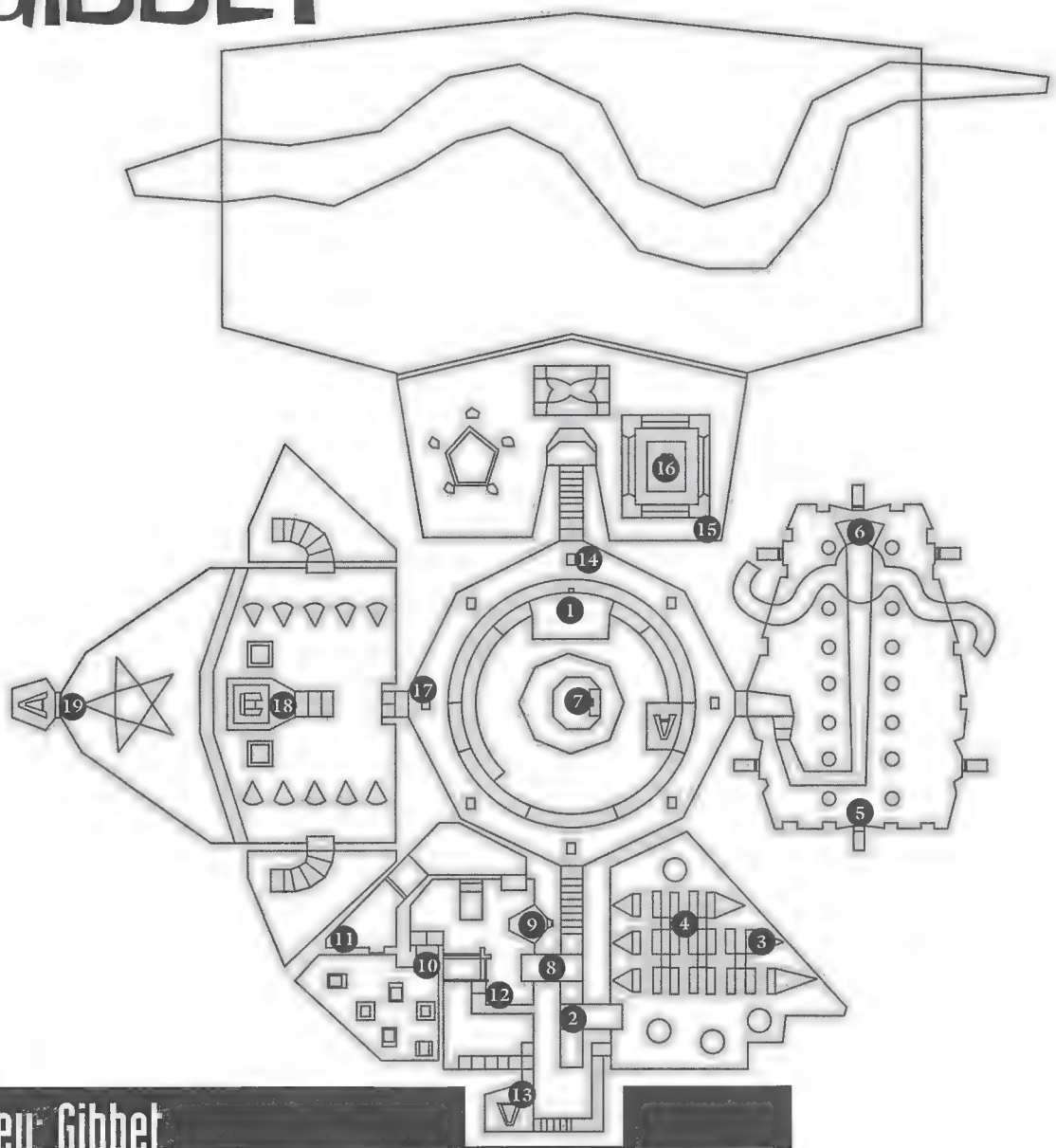
FORSAKEN OUTPOST



Key: Forsaken OutPost

1. Teleporter to Castle of Grief
2. Enclosed Porch
3. Wall Switch
4. Liber Oscura
5. Rusted Key
6. Wall Switch
7. Rusted Key Door
8. Wall Switch
9. Wall Switch
10. Wall Switch
11. Wall Switch
12. Daemon Codex and Teleporter to Desolate Garden
13. Teleporter to Effluvium
14. Extra mana

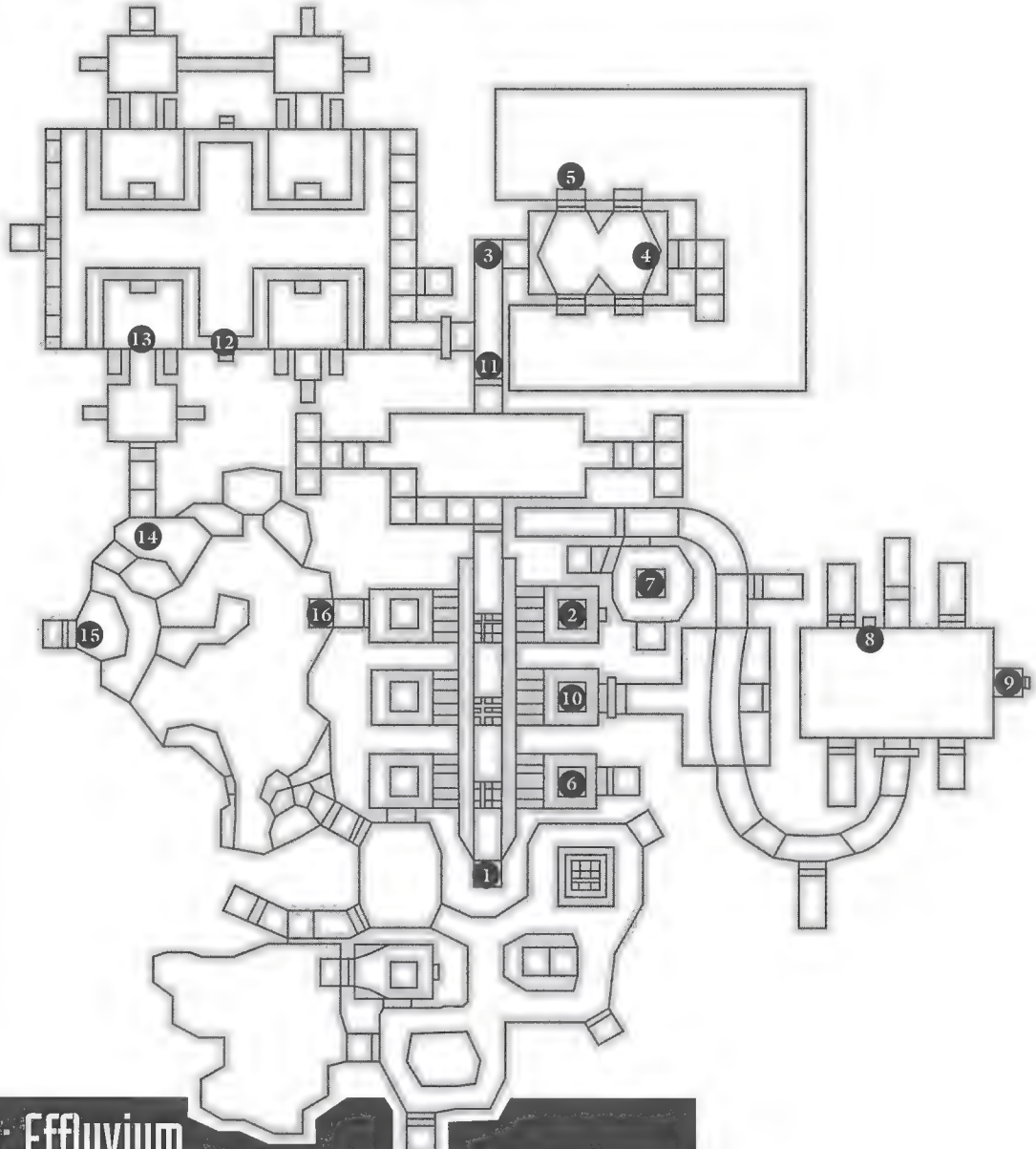
GIBBET



Key: Gibbet

1.	Starting Point	11.	Wall Switch
2.	Revolving Doors	12.	Secret Corridor
3.	Bookshelf with Missing Books	13.	Teleporter to Dungeon
4.	Yorick's Skull	14.	Northern Corridor
5.	Wall Switch	15.	Opening in Cage
6.	Yorick	16.	Axe Key
7.	Teleporter to Effluvium	17.	Entrance to Heresiarch's Lair
8.	Revolving Door	18.	Icon Of The Defender
9.	Wall Switch	19.	Wings Of Wrath and Teleporter
10.	Dungeon Key Door		

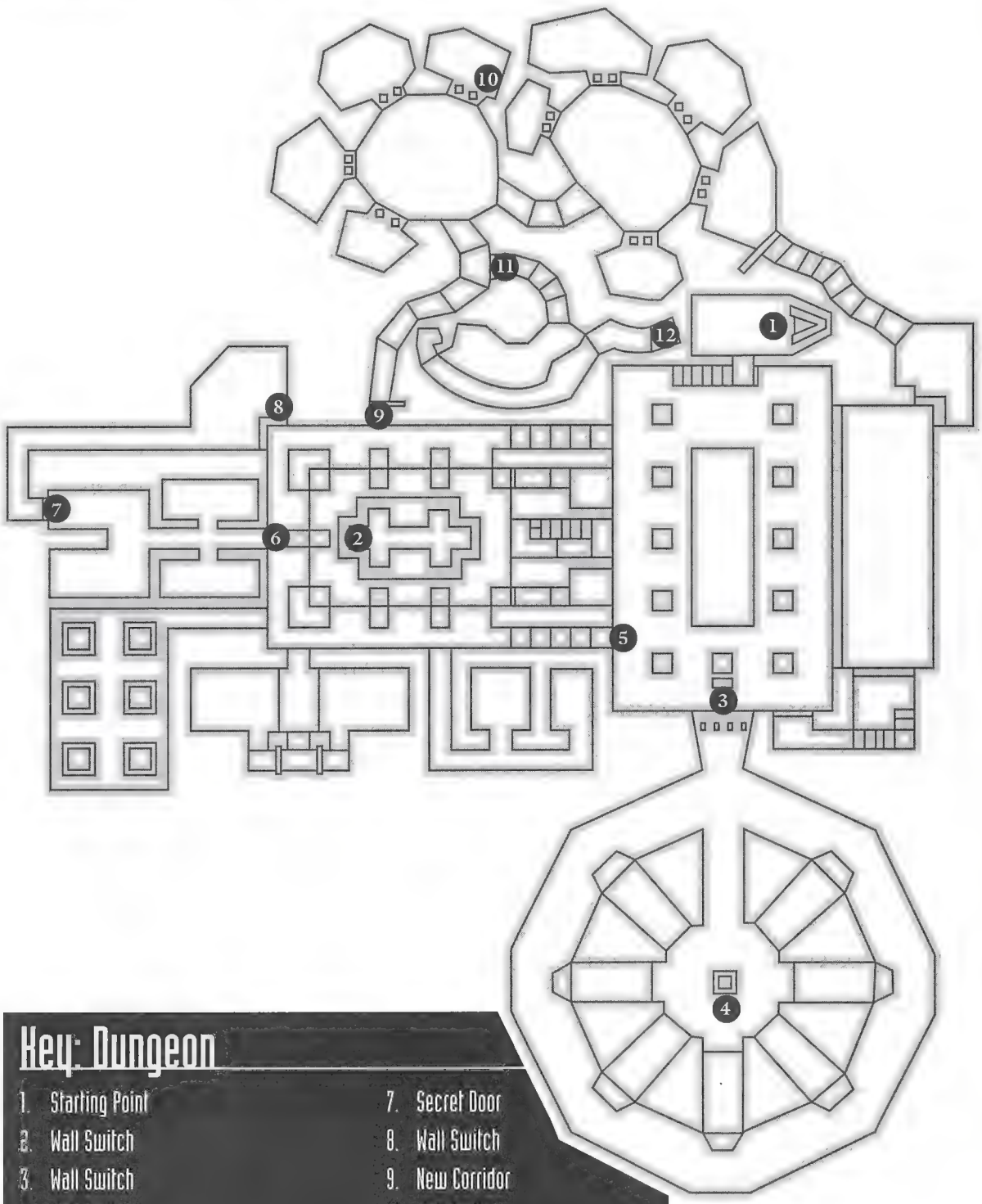
EFFLUVIUM



Key: Effluvium

1. Starting Point
2. Wall Switch
3. Ledge
4. Secret Door
5. Dungeon Key
6. Teleporter to Gibbet
7. Starting Point
8. Valve
9. Mystic Urn and Valve
10. Alcove
11. Ledge
12. Valve
13. Slime Pool
14. Cavern
15. Hidden Teleporter
16. Elevator

DUNGEON



Key: Dungeon

1. Starting Point
2. Wall Switch
3. Wall Switch
4. Wall Switch
5. Secret Corridor
6. Western Corridor
7. Secret Door
8. Wall Switch
9. New Corridor
10. Wall Switch
11. Hard-to-Find Corridor
12. Drop-off Teleporter

Castle of Grief Walk Through

The sheer number of creatures in the Castle of Grief is rather vulgar. This chapter doesn't mention every battle, for the sake of clarity—it would be 80 pages long, and you'd have a hard time finding the important points. Suffice it to say, you do lots of fighting in this one.

You start at point "1," and must wait while Korax lectures you. These monsters just won't give you a break...

Leap into the moat and throw the switches at points "2" and "3." This opens up the castle, so you can go inside and take your obligatory beating.

Make your way to point "4," where you find the first of the clock gears lying on the floor. A host of Dark Bishops materialize when

you take the gear, so run out of the room and fight them outside, where you stand a chance of defeating them.

From the south, enter the circular room at point "5." Locate another gear, sitting inside a ring of missile traps. Save the game before you enter, if you can, then grab the second gear. Before leaving the room, hop onto the raised ledge at point "6" and throw the column-mounted switch. This activates the elevators at the north and south gates of the castle.

The next two clock gears aren't as easy to get. One of them only appears when you throw a skull switch in each of the five major towers of the castle; the other becomes accessible when you throw four switches located on the outside wall. We'll deal with the tower switches first.

Go to the elevator at point "7" and ride it up. After cleaning out the monsters in the first tower, throw the skull switch at "8." Take the southern exit and walk along the castle wall (careful, don't fall!) to point "9," where there's another skull switch. Kill all the monsters, throw the switch, and follow the castle wall south to another set of elevators. You can then leap off the wall and get onto the elevator at point "10."

Throw the skull switch at point "11." Take the castle wall east, then north, and throw the switch at "12." Follow the wall north to point "13," where you must throw the fifth and final skull switch.

Walk south from the tower and leap to the east—right off the castle wall. This puts you on the ground outside the castle. Now you're ready to throw the four switches hidden on the ramparts.

Throw the switch shaped like a crescent moon in an alcove at point "14." Follow the castle wall south until you reach another switch at "15." Head west to throw the third switch at point "16," then proceed to "17," where the final switch awaits.

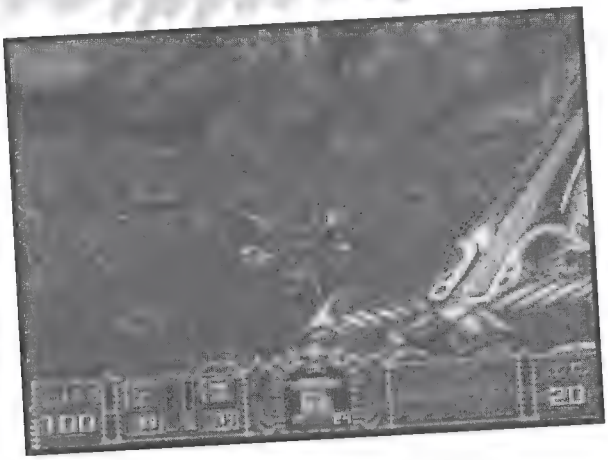
You should now get back inside the castle. The easiest way is to jump into the moat after getting the Krater of Might at point "18" and run back up the wooden stairs. Head for the circular room at the center of the castle, where the ledge at point "19" has lowered. Collect another clock gear from it, then head southeast to point "20."

At "20," the final gear is just lying on the floor.

Now that you have all four gears, enter the room at point "21" from the south, where you find a non-functional clock and four wall panels. Each panel conceals a section of clock with a missing gear. Open each in turn, highlight the gears in your inventory and use them. Don't worry, you can't put a gear in the wrong location. If a gear fails to fit, just highlight another one and try again.

Once you replace all four gears, the clock works again, opening a passage you need to take later. For now, though, leave the castle and enter the teleporter at area "22."

• Now Refer to the Forsaken Outpost Map



You appear at point "1," a cave in the Forsaken Outpost. Work your way out of the cave, and you find an open area with deadly cliffs and a path leading north. Follow the path to point "2," then go into the small courtyard to the north. Enter a narrow northern hallway and turn west.

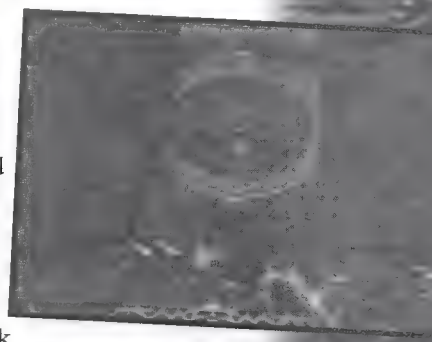
Pull the wall switch at "3," then head for the newly opened area "4." A book called *The Liber Oscura* lies on the floor here, when you take it, a host of Bishops appear. Run right through the hall, picking up the book along the way, and fight the Bishops on safer ground.

Proceed to point "5," where you find the Rusted Key in a niche in the wall. Enter the cave to the east and jump across a series of rocks to "6," where you must throw a wall switch. Don't worry about falling; the cavern is quite shallow.

Go back to the courtyard and use the Rusted Key to open the door at point "7," then walk into the large area to the north. This room is filled with Slaughtaurs, and more teleport into the area at various intervals. Exercise patience here, and kill them all before entering the small side rooms at points "8" through "11," throwing a wall switch in each one.

The wall opens up at point "12." Take a book called *The Daemon Codex* from the alcove, then look at the northern wall. You'll either see a large panel with Korax's head on it, or a teleporter, which appears if you threw the switch in the Sacred Grove (the secret level of Shadow Wood).

The teleporter takes you to Desolate Garden, the secret level of this Hub. It's combat-intensive, and doesn't provide you with many artifacts, so you may choose to skip it. If you want to tackle this secret level, do so now—refer to the end of this chapter for instructions.



Regardless of whether you've visited Desolate Garden, it's now time to return to the teleporter at area "1" and go back to the Castle of Grief.

• Now Refer to the Castle of Grief Map

You appear at point "22" on the Castle of Grief. Run up to point "19" inside the castle, where you find an elevator slowly rising and falling. Take the elevator to the top (or fly, if you're using the Wings), and throw the teleport switch you find there.

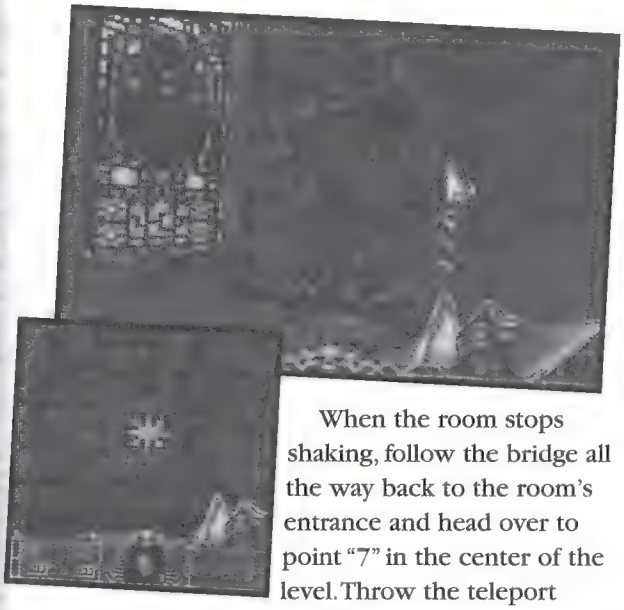
• Now Refer to the Gibbet Map

You appear at point "1" on the Gibbet map. This room looks very much like the one you just left, but don't be fooled! Throw the switch on the wall, which lowers you to the main level, where you must fight a host of angry creatures.

Take the southern hallway to area "2" and locate the bookcase on the left. Go through the door and into a library, then make your way to area "3," where you find a special bookcase—a demon's head graces its uppermost shelf.

Select the two books in your inventory and use them on the shelf. They fit into slots so that the letters on the books' spines spell out "Korax." This action releases several bishops and also causes Yorick's Skull to appear at area "4." Kill the bishops, take the skull, leave the library, and return to the central corridor of the Gibbet.

Take the eastern door to point "5," where you should smash a stained glass window and throw the switch behind it. This repairs a broken bridge leading to area "6," where you find the headless statue of Yorick. Place Yorick's Skull on the statue, then stand where you are while an earthquake rocks the room.



When the room stops shaking, follow the bridge all the way back to the room's entrance and head over to point "7" in the center of the level. Throw the teleport switch at the bottom of the pool, which takes you to the Effluvium.

• Now Refer to the Effluvium Map

The Effluvium is a sewer—and it's absolutely packed with Stalkers.

You appear at point "1." Head for the alcove at "2" and throw the wall switch. Go north to point "3," jump up, and enter a small room.

At point "4," look for a secret door that leads up and out of the room. Hordes of Slaughtaurs await you up there, but you must kill them and retrieve the Dungeon Key from the outside window ledge ("5"). Run back to use the teleporter at point "6," which returns you to the Gibbet.

• Now Refer to the Gibbet Map

In the Gibbet, jump out of the pool and go to the revolving bookshelf at point "8." Walk through it, and you appear in a regal bedchamber. Beware! Avoid the bed, or you are crushed by a falling ceiling. Use that Controller Pak.

At point "9," there's a wall switch that you need to throw. Be careful: When you throw the switch, the floor falls out from under you, and you fall to your death—unless, that is, you get really close to the switch and cling to the tiny bit of remaining floor.

The trick here is to approach the switch as closely as you can, throw the switch, and turn around. Hold down the run button and dash forward for a fraction of a second to build momentum, then jump to safety. You may have to try this several times, because the timing must be extremely precise. The jump may seem impossible, but it's just very, very hard. Hold down that jump key!

Open the door at point "10" with the Dungeon Key. Proceed to "11," ignoring the funky torture chamber accessories, and throw the wall switch.

• Now Refer to the Dungeon Map

Go back through the Dungeon Key door, kill all the Sloughtaurs in the bedchamber, and enter the new hallway at point "12." Take the staircase down and get into the teleporter at "13." This takes you to the Dungeon.

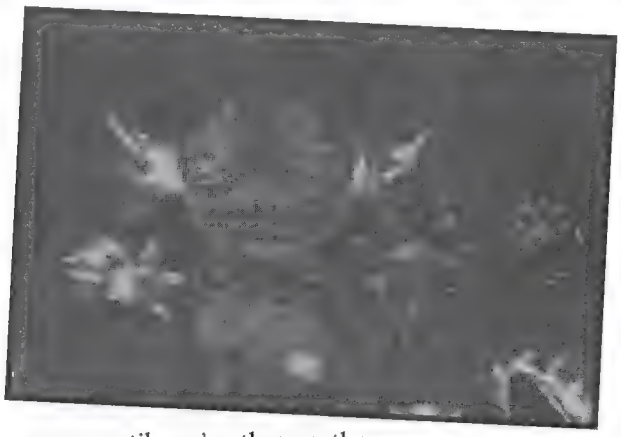
Hurrah, the Dungeon! This is what you've been waiting for.

You arrive at point "1." Run south into the large room with lava on the floor—and take the western door. At point "2," throw a wall switch.

Get back into the central room and throw the switch at point "3" seven times.

Each time you throw the switch, it releases a Slaughtaur near "4." The seventh time you hit the switch, another switch is revealed at point "4."

If you get into trouble fighting the Slaughtaurs, remember you don't need to hit the switch seven times consecutively: You can hit the switch once, kill the Slaughtaur that appears, then hit the switch again when you're ready. Repeat this



process until you've thrown the switch seven times—the switch refuses to light up after the seventh hit.

When you've slaughtered the Slaughtaurs, head south for point "4." On the south side of a pillar, you find a wall switch. Throw it, then go north to the new corridor at point "5." It leads to rooms with all manner of creatures and artifacts. Feel free to inspect every door you find; this walk through only deals with the most important locations.

Follow the corridor around a bend until you reach point "6," then go west. Open the secret door at "7," then follow the corridor beyond it to point "8," where you must throw a wall switch. Get back out into the corridor and head for point "9."

At "9" is a corridor made of rough-hewn rock, instead of the dungeon's usual brick and stone. Walk down this corridor—and beware of the Chaos Serpents! In the alcove at point "10," throw the wall switch, then enter the hard-to-see corridor at "11."

Follow this corridor to a small stream of muck. Leap into the muck and follow it into the darkness until you reach point "12." You fall into a very deep pit, which seems fatal, until you drop into a teleporter.

• Now Refer to the Effluvium Map

You emerge at point "7" in the Effluvium. Get into the slime river and follow the current all the way to "8."

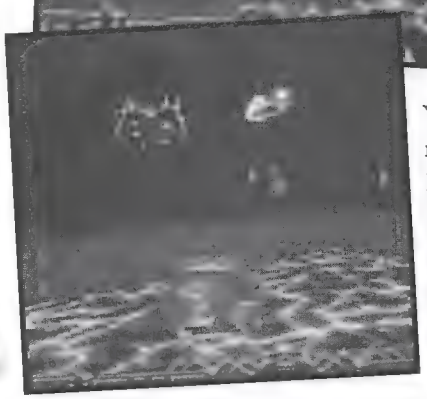
Find a valve and turn it to make the slime level rise. When the muck reaches a certain level, you can get the Mystic Urn at point "9." Turn the valve there and the slime sinks to its normal level.

Follow the river back to "10," go into the main slime tunnel and head north. Jump up to point "11," where you see a room with four elevated slime pools. Jump to the nearest one and turn the valve at "12." This causes the slime level of the two southern pools to lower.

Leap into the southwest pool (to point "13"). From there, go through a door to the south and run to point "14." You need run in order to cross the very deep and narrow crevice in the hallway leading south; if you don't move at a good clip, you fall in.

Now jump up to the ledge at point "15" and activate the wall. This reveals a teleporter, which you should enter.

• Now Refer to the Forsaken Outpost Map



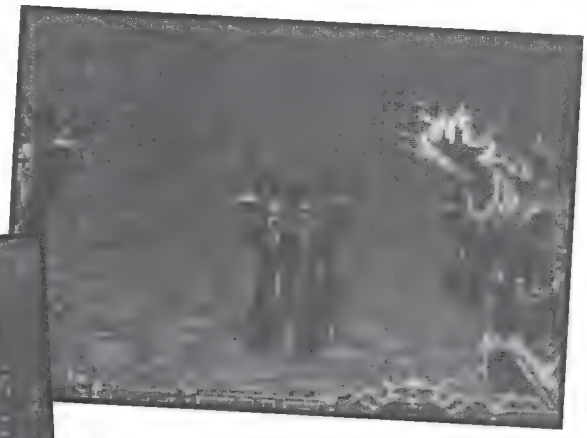
You appear in a new part of the Forsaken Outpost—point "13." Walk forward just a few steps, and you get a message saying that something has opened on the Gibbet. This is all you really need to do here.

If you want to collect some mana, you can go to point "14" and stock up. Otherwise, just turn around and take the teleporter at "13" back to the Effluvium.

• Now Refer to the Effluvium Map

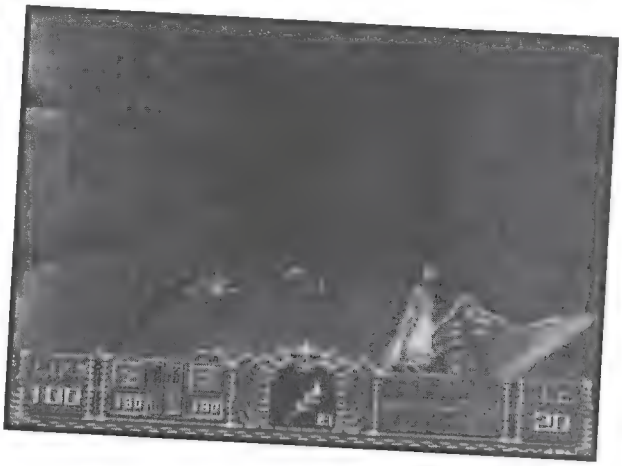
Run over to point "16," where a rusty column serves as an elevator. Ride the elevator up and stroll over to the teleporter at "6." Step inside, and the teleporter returns you to the Gibbet.

• Now Refer to the Gibbet Map



Go to point "14," and save the game, if you can, before proceeding northward, since you encounter several nasty creatures there.

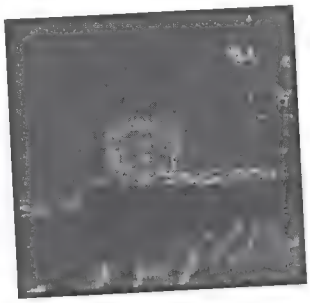
In the room to the north of "14," you find a large cage with metal walls. At point "15," destroying the suit of armor grants access to the interior of the cage. Run in, take the Axe Key from the pedestal at point "16," and run back out again.



Stand before the door at point "17" but save your game before opening it—there's a big fight coming up! Open the door with the Axe Key and step inside. The door eventually seals you in—there's no going back once you've initiated this sequence. Kill all the monsters.

Turn your attention to point "18," where you see a throne with an Icon of the Defender on it. Don't just walk up to the Icon, jump right onto it, then dash away as a horde of Afrits appears. Kill them and a bunch of Chaos Serpents materialize and mill around the throne.

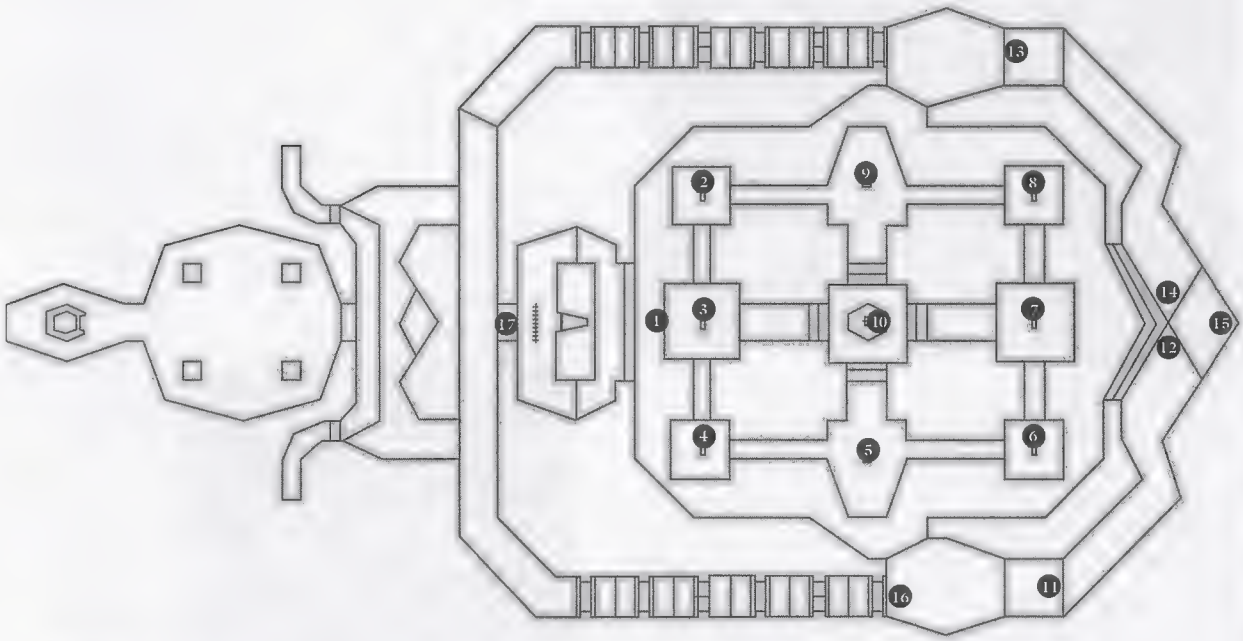
When you kill the Chaos Serpents, Dark Bishops should appear from two side rooms. Kill the bishops, and the western wall drops to reveal the second Heresiarch. By now, you know what to expect from a Heresiarch. If you have trouble with him, look at the tips in the previous chapter and the Bestiary for advice.



When the Heresiarch is dead, you're free to go. Pick up the Wings of Wrath, near point "19," and jump into the teleporter. Prepare yourself for some big battles, because you've made it to the last Hub.

Secret Level: DESOLATE GARDEN

Don't worry if you miss the Desolate Garden. It's combat-intensive and not terribly rewarding. However, for those brave souls who feel the need to conquer it, here are some simple instructions.



Key: Desolate Garden

1. Starting Point
2. Floor Switch
3. Floor Switch
4. Floor Switch
5. Floor Switch
6. Floor Switch
7. Floor Switch
8. Floor Switch
9. Floor Switch
10. Floor Switch
11. Elevator
12. Second Weapon
13. Elevator
14. Third Weapon
15. Krater of Might
16. Base of Stairs
17. Teleporter to Forsaken Outpost

Desolate Garden Walk Through

Your main task in Desolate Garden is to throw the switches at points "2" through "9." The switches are attached to slabs of marble that rise and fall at random, which forces you to run around in circles, watching for any switches that happen to rise from the ground.

Whenever you throw a switch, several monsters appear to make your day a little brighter. When all eight switches have been thrown, a final switch appears in the middle of the pool at point "10." Flip that, too.

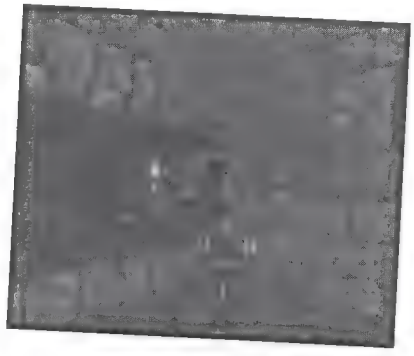
Go to the southern part of the room and take the elevator at point "11." Upstairs, run over and collect the weapon at "12." You should have all your weapons by now, so this just gives you extra mana.

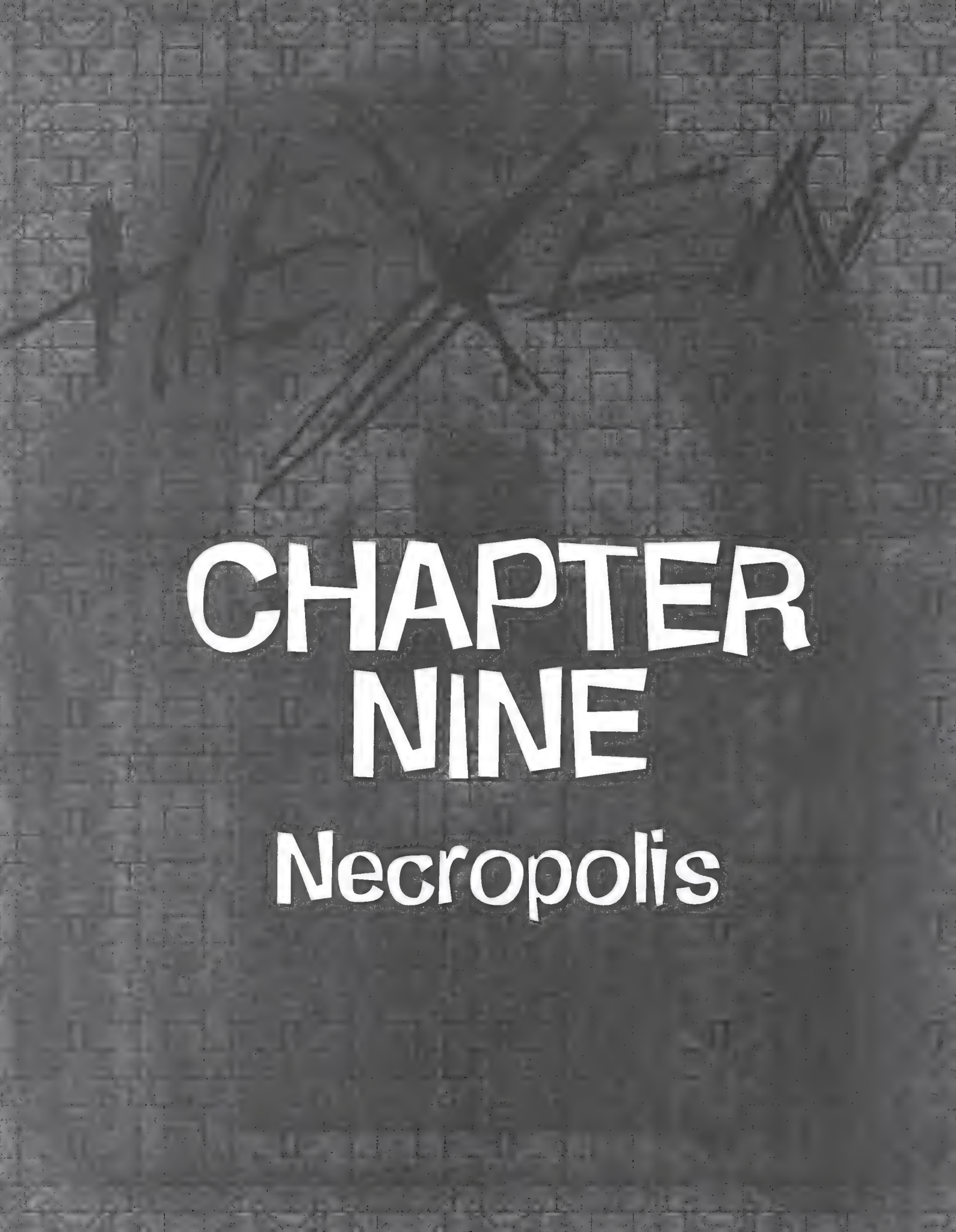
Ride the elevator back down, then go north and take the elevator at point "13." Run to "14" and take the weapon you find there (again, it just provides mana). After visiting "12" and "14," the walls surrounding point "15" lower, and you can get the Krater of Might that's sitting there.

Go back down the elevator and take the stairs at point "16." At "17," you find a teleporter that takes you back to the Forsaken Outpost. Nearby are a couple pieces of your super weapon that give even more mana.

Note the other room to your east. See if you can find a way in! It's filled with slime and a piece of your super weapon. However, since you've been following these directions (right?), you should have already assembled your super weapon, so this is hardly a top priority quest.

Take the teleporter at point "17," which returns you to Forsaken Outpost.





CHAPTER NINE

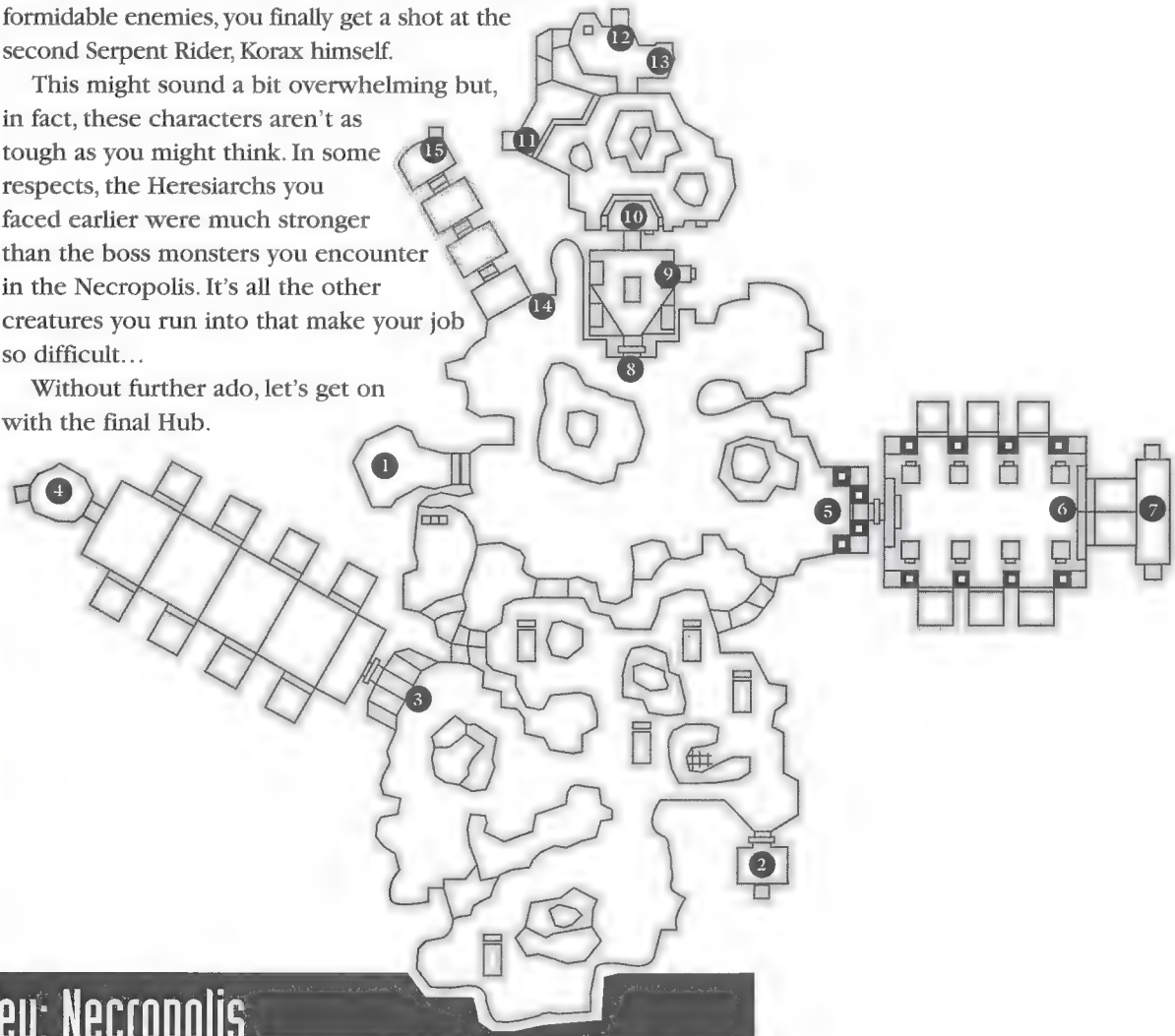
Necropolis

NECROPOLIS

You've finally made it! It's time to take on the Necropolis. Here you fight Zedek, Menelkir, and Traductus, the three grand leaders representing the fighter, mage, and priest classes. After defeating these formidable enemies, you finally get a shot at the second Serpent Rider, Korax himself.

This might sound a bit overwhelming but, in fact, these characters aren't as tough as you might think. In some respects, the Heresiarchs you faced earlier were much stronger than the boss monsters you encounter in the Necropolis. It's all the other creatures you run into that make your job so difficult...

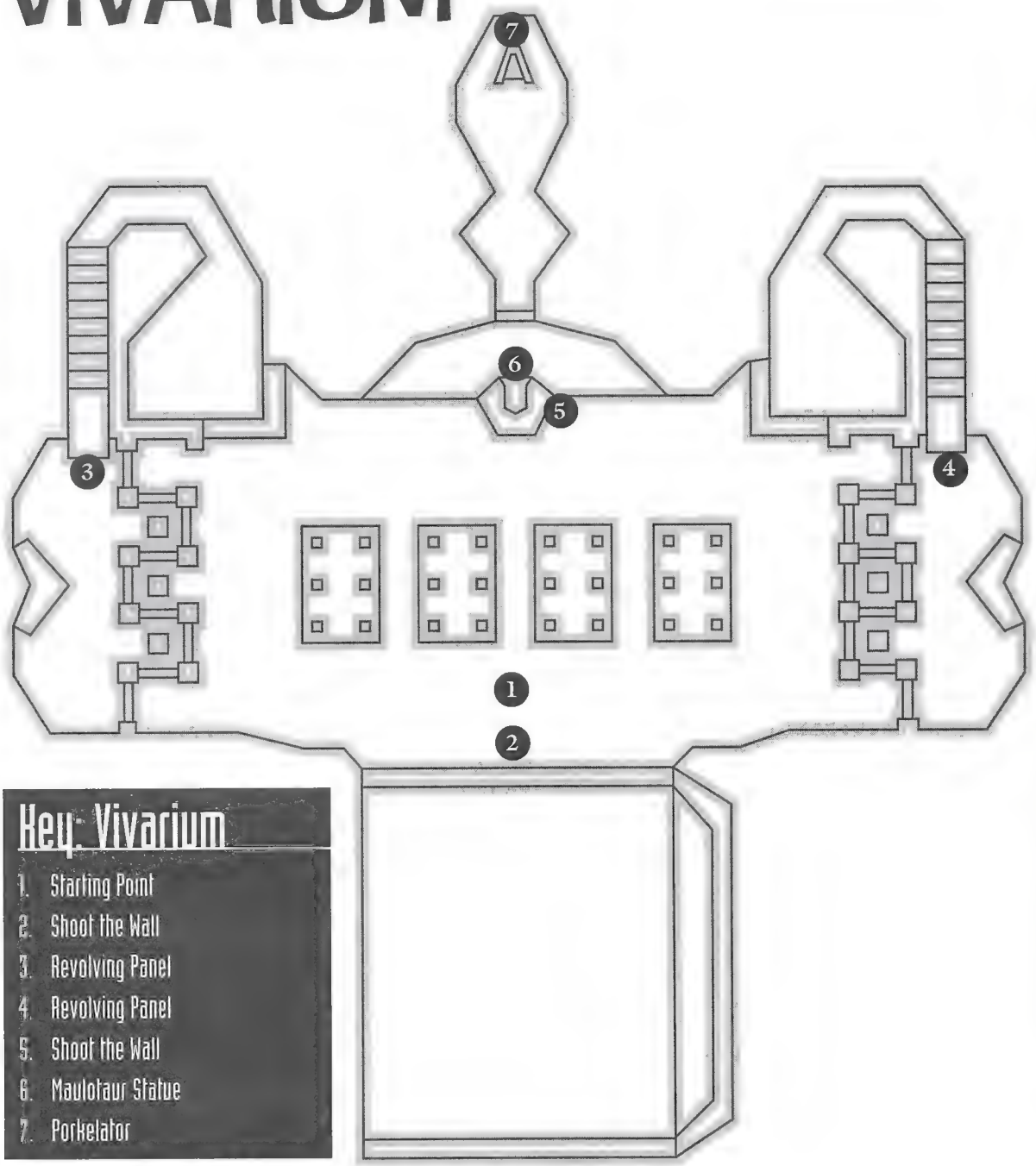
Without further ado, let's get on with the final Hub.



Key: Necropolis

1. Starting Point
2. Teleporter to Vivarium
3. Entrance to Zedek's Tomb
4. Teleporter to Zedek's Tomb
5. Entrance to Menelkir's Tomb
6. Locked Door
7. Teleporter to Menelkir's Tomb
8. Entrance to Traductus' Tomb
9. Secret Elevator
10. Elevator
11. Wall Switch
12. Teleporter to Traductus' Tomb
13. Wall Switch
14. Entrance to Dark Crucible
15. Teleporter to Dark Crucible

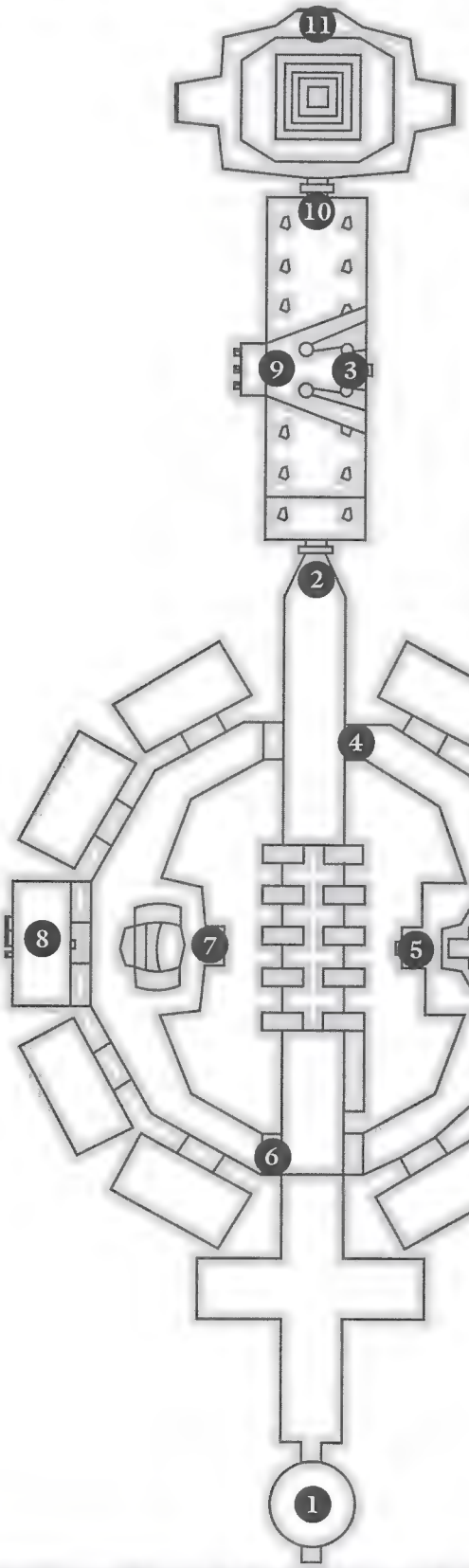
VIVARIUM



Key: Vivarium

1. Starting Point
2. Shoot the Wall
3. Revolving Panel
4. Revolving Panel
5. Shoot the Wall
6. Maulotaur Statue
7. Porkelator

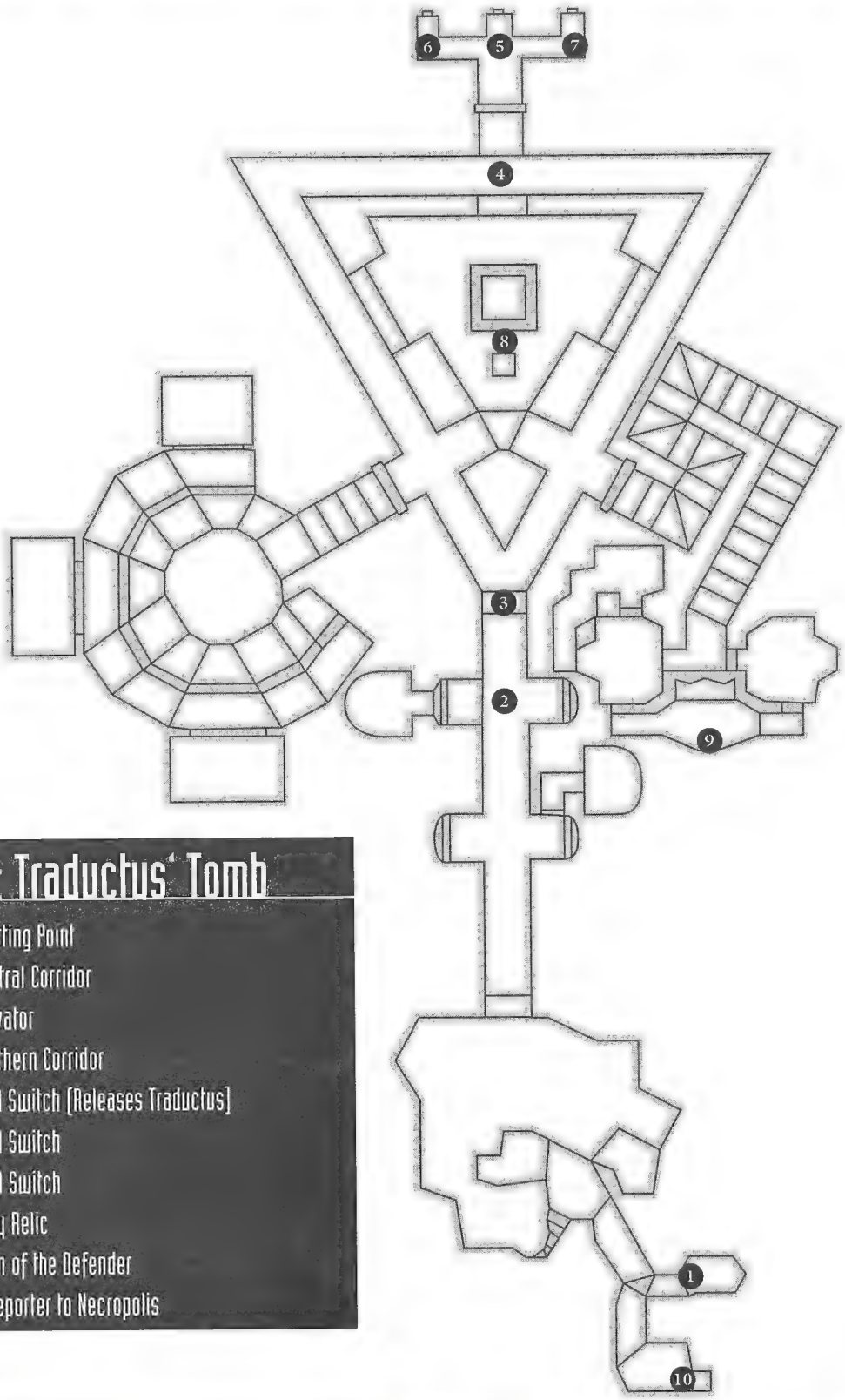
ZEDEK'S TOMB



Key: Zedek's Tomb

1. Teleporter to Necropolis
2. Doorway
3. Wall Switch
4. Hidden Corridor
5. Wall Switch
6. Hidden Corridor
7. Wall Switch
8. Puzzle Switch and Panels
9. Wall Panels
10. Doorway to Zedek
11. Glaive Seal

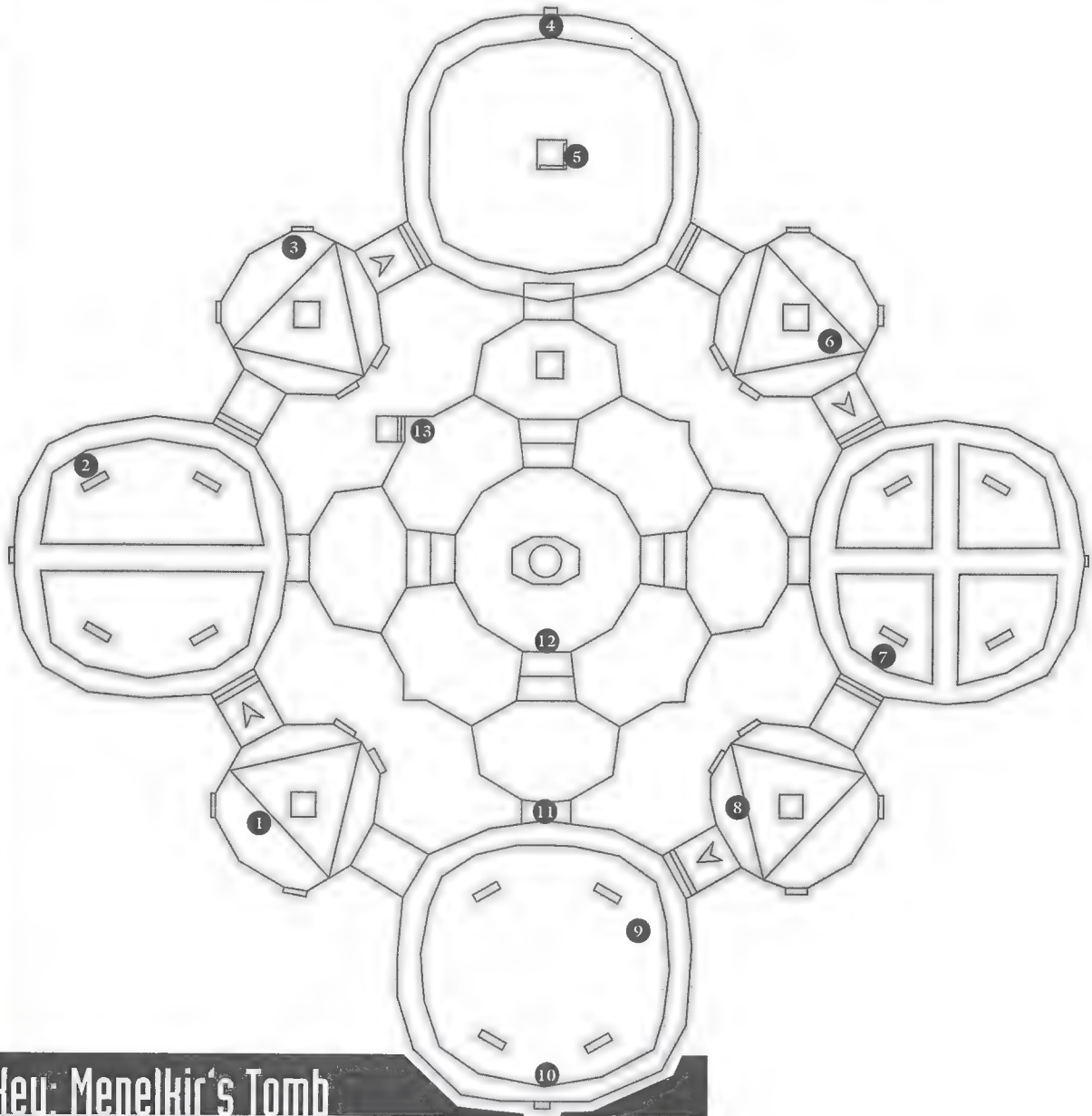
TRADUCTUS' TOMB



Key: Traductus' Tomb

1. Starting Point
2. Central Corridor
3. Elevator
4. Northern Corridor
5. Wall Switch (Releases Traductus)
6. Wall Switch
7. Wall Switch
8. Holy Relic
9. Icon of the Defender
10. Teleporter to Necropolis

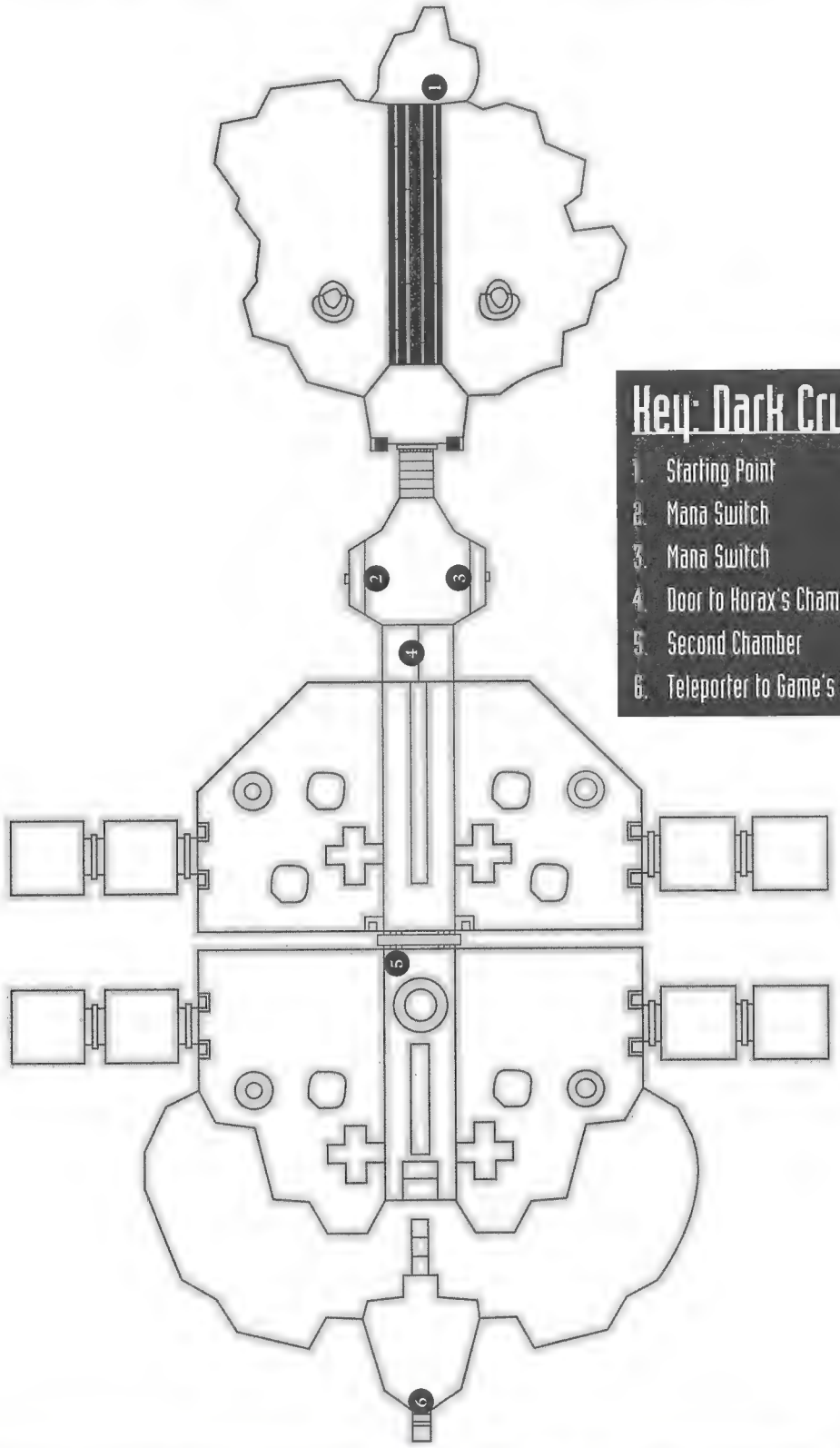
MENELKIR'S TOMB



Key: Menelkir's Tomb

1. Starting Room
2. Second Room
3. Third Room
4. Fourth Room
5. Wall Panels
6. Fifth Room
7. Sixth Room
8. Seventh Room
9. Eighth Room
10. Wall Switch
11. Elevator
12. Menelkir's Chamber
13. Teleporter to Necropolis

DARK CRUCIBLE



Key: Dark Crucible

1. Starting Point
2. Mana Switch
3. Mana Switch
4. Door to Horax's Chambers
5. Second Chamber
6. Teleporter to Game's End

Necropolis Walk Through

When you begin, you may think the Necropolis isn't so bad. Sure, there are lots of graves and extremely poor lighting, but aside from that, it looks just fine.

Then come the Reivers, floating skeletal warriors that launch fireballs. A good tactic is return to the alcove in which you started this Hub and kill the Reivers from there. Bear in mind that you must conserve your mana, since you have to kill over a hundred of them on higher skill settings!

After you've taken out all the Reivers, you have to deal with… more Reivers. You battle several waves of Reivers, but fortunately, their numbers decrease by half each time, so the second wave is more modest 50 or so, and the third wave has about 25.

Eventually, you clear out the Reivers in their entirety, and you're free to explore the Necropolis. To the southeast, you find point "2," a teleporter leading to the Vivarium.

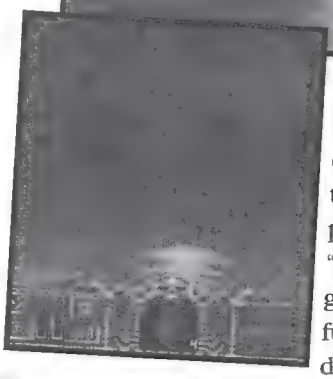
The Vivarium is a good place to stock up on mana and armor, but the portal leading there is automatically sealed the instant you enter one of the three tombs, so you visit it now or never.

Enter the teleporter, and you are whisked to the Vivarium.

• Now Refer to the Vivarium Map

You appear at point "1." Directly before you are four large daises with crushing ceilings. These elevated areas are loaded with combined mana, so if you're fast, you can replenish your supply here. Just take care not to get crushed!

Now go to the wall at point "2" and hit it with your weapons. Eventually the wall slides back to reveal a huge area to the south, filled with armor, artifacts, and mana. Take everything you can carry, then head for point "3."



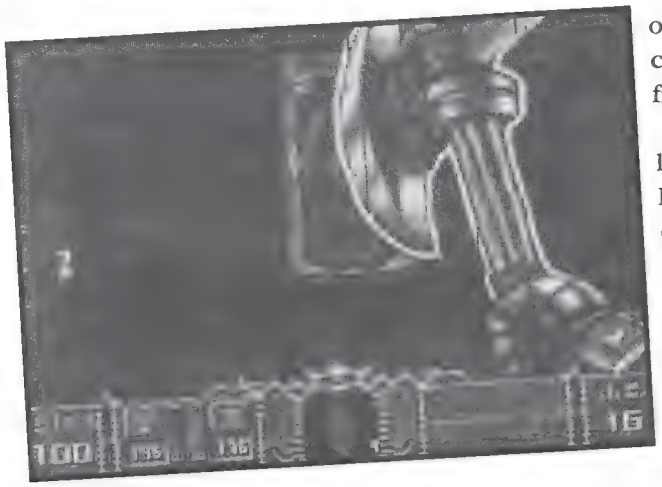
You encounter all sorts of traps and enemies as you travel toward point "3," so proceed with caution. At "3," you find a stained glass window that functions as a revolving door. Push the glass until it opens far enough for you to pass through, then climb the stairs behind it, take anything useful you find on the platform above, and jump back down to the main floor.

Go to point "4" on the eastern side of the level—it's another stained-glass revolving door. Push through it and climb up the stairs beyond, then investigate the ledge that the stairs lead to. Jump back down to the main floor.

Walk up to point "5," shoot the wall, and a large section of the floor descends. Get onto this floor section and walk over to "6," where a Maulotaur statue holds a crucible of oil. When you approach it, the flame ignites, and the door to area "7" opens.

At "7" you discover a teleporter that leads back to the Necropolis. Walk behind it first, to pick up a Porkelator, then use the teleporter.

• Now Refer to the Necropolis Map



Back at the Necropolis, proceed to point "3" and walk through the door. You emerge in a long hall packed full of Centaurs. Kill them as best you can, then go to Zedek's Tomb via the teleporter at point "4."

• Now Refer to the Zadek's Tomb Map

From point "1," run northward, but beware of the section of hallway with a double row of rusty pillars. These pillars begin to slide back into the wall as soon as you approach, and when all the pillars recede, the ceiling falls and kills anything caught underneath.

Go to the door at point "2," then enter the darkened room beyond. Throw the wall switch at "3" and walk back through the door at point "2." Area "4" is now open.

Walk through the opening at "4" and throw the wall switch at point "5." This releases a pack of Slaughtaurs from five small rooms to the east. Kill them, proceed south, and walk through the opening at point "6."

At "7," you find another wall switch. Throw it to open the five western rooms, in the process releasing another flood of creatures to deal with.

Stand at point "8." On the eastern wall is a switch, and on the western wall are three blank panels. Throw the switch, then turn to watch the panels. Symbols start to rotate across the surface of each panel, moving for several seconds before coming to a stop. Memorize or note down the final three symbols.

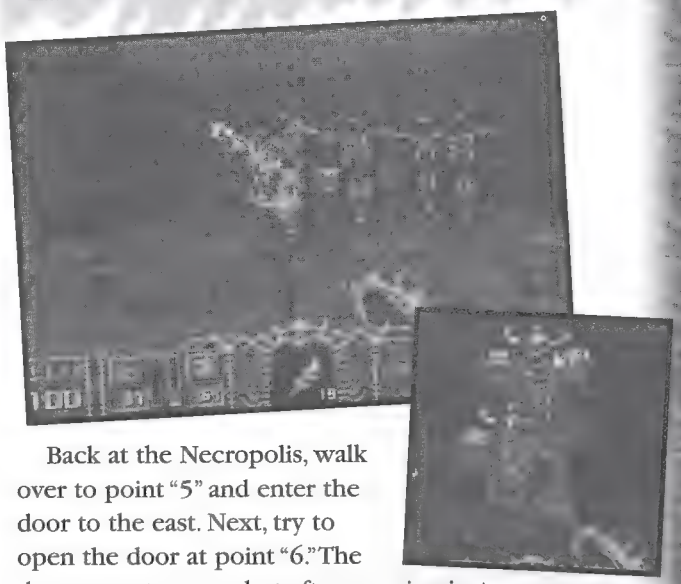
Walk north, past point "2." As you enter this large, darkened room, the ceiling slowly descends. If you don't do something to stop it, you'll be crushed to death in a few moments!

Walk over to the three wall panels at point "9" (like the ones at "8") and rotate them with the Use button until they display the same symbols, in the same order, as the panels at point "8." The ceiling rises again, and the door at "10" opens.

It's time to kill Zedek. Save your game, then run north to point "11." Zedek always faces southward when he first appears in the center of the room, so you can take a cheap shot at his back if you stand at "11." Refer to the Bestiary for more hints on fighting Zedek.

When Zedek is dead, the Glaive Seal appears on the floor at point "11." Take the Seal and run back to the teleporter at "1." Teleport back to the Necropolis.

• Now Refer to the Necropolis Map

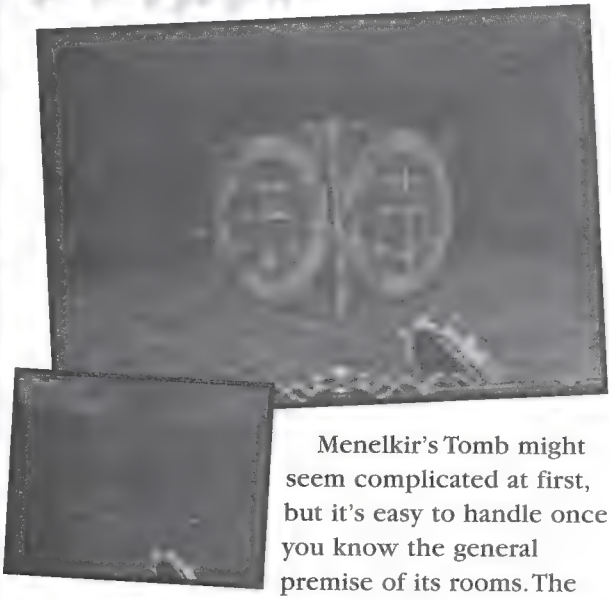


Back at the Necropolis, walk over to point "5" and enter the door to the east. Next, try to open the door at point "6." The door starts to open, but after opening just a sliver, it slams shut.

At this point, you will notice that eight switches have sprouted from the floor. Your job is to press these switches at random, killing the monsters that appear, until you find the switch that opens the door.

When you finally get through, enter the teleporter at point "7."

• Now Refer to the Menelkir's Tomb Map



Menelkir's Tomb might seem complicated at first, but it's easy to handle once you know the general premise of its rooms. The Tomb is composed of four large circular rooms, four smaller rooms, and a central area where Menelkir awaits.

You start at point "1," in a small room. In the center of this room is a four-sided pillar with a symbol inscribed on it. Look at this symbol then find and activate the wall panel with the same symbol. The door to area "2" opens.

In area "2"—a watery room with several Stalkers—are four stone slabs, each with a different symbol inscribed on it. Look at the map and note the shape of the room you stand in. Activate the slab of similar shape: a circle with a horizontal line through it.

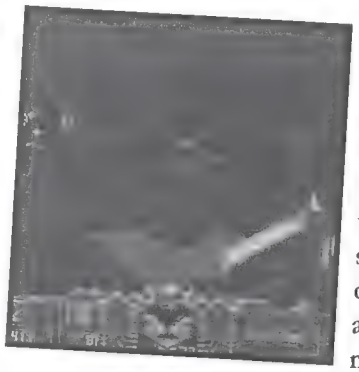
Now you know the tricks that you need to navigate this tomb. In the smaller rooms, look at the symbol on the central pillar and activate the corresponding wall panel. In the large rooms, look at the map, then activate the symbol that looks like the room.

If you hit the wrong panel, don't worry too much. Some monsters (usually Ettins) teleport in to pound on you, but when they're dead, you can use a different panel. In fact, it's possible to muddle through this level by throwing every switch and activating every panel you find, though it's not recommended.

Proceed to room "3." Look at the symbol on the pillar, then activate the wall panel that displays the same one.

Walk over to the next room—take care, there's a big pit in the middle. Go to point "4" and take the magical bridge to the pillar at "5." From there, look at the room on the map, and activate the side of the pillar with the same shape inscribed on it.

Go to room "6." Observe the central pillar, then activate the matching wall switch. At room "7," activate the slab with the symbol matching the room's shape.



Enter room "8." Note the symbol on the central pillar, then activate the appropriate wall panel. Proceed to "9." Observe the shape of the room on the map, and activate the matching slab.

Now that you're through all of the external rooms, it's time to visit Menelkir. Save your game, if possible, and pull the switch at point "10" to activate several elevators throughout the level.

Run over to the elevator at point "11" and ride it up to area "12." This is where you confront Menelkir. Refer to the Bestiary for strategy tips if you have difficulties winning the fight. Good luck.

When Menelkir dies, a pillar with the Sigil of the Magus lowers. Take the Sigil and enter the teleporter at point "13" to return to the Necropolis.

• Now Refer to the Necropolis Map

Back at the Necropolis, open the door at "8" and step inside the small room. Stand at point "9," and a secret elevator takes you down. Throw the wall switch you find in the alcove downstairs, then ride back up.

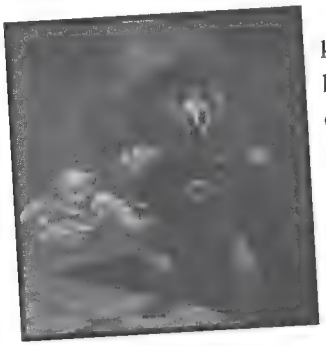
Go north to point "10." A switch on the wall activates the large elevator on which you stand, lowering you slowly into a cavern filled with Chaos Serpents.

Go north and work your way up a winding flight of stairs. Pull the wall switch at the top (point "11"), and the teleporter at "12" appears. Take the teleporter to Traductus' Tomb.

• Now Refer to the Traductus Tomb Map

You appear at point "1" in Traductus' Tomb. Work your way north, past point "2." Note that the stained glass windows to the west of "2" are an illusion, so if Dark Bishops seem to come out of nowhere, that's where they're likely to be hiding.

At point "3," an elevator automatically takes you down to a large, dimly-lit area filled with Dark Bishops. Ride the elevator down then ride right back up. Wait upstairs and let the bishops come to you.



When you've killed most of the bishops, go back downstairs and walk north to point "4." From there, go north again until you reach "5." Save the game, then throw the wall switch.

Run to the south, quickly grab the Discs of Repulsion lying on the floor, and prepare yourself for Traductus. When he appears, immediately fire your super weapon at him, and get ready to use those discs to ward off his Wraithverge attacks. Refer to the Bestiary for more on fighting Traductus.

When you defeat Traductus, take the Holy Relic at point "8." You are free to go, but first throw the wall switches at points "6" and "7" and explore the new areas they open up. Specifically, if you work your way down to point "9," you find an Icon of the Defender. It's best to have at least two Icons for your final battle with Korax, so you are well advised to get this one.

When you're done exploring, go to point "10" and ride the teleporter back to the Necropolis.

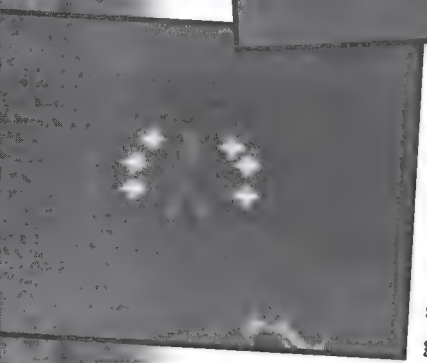
• Now Refer to the Necropolis Map

You appear at point "12." Walk over and throw the switch at point "13," which lowers the elevator leading back to the main level. Take the elevator up and make your way to point "14," where you discover a wall panel with three empty spaces. Place the Holy Relic, Sigil of the Magus, and Glaive Seal into this panel, and a doorway to the teleporter at area "15" opens up.

Gather the mana by the teleporter, save the game, and step inside.

• Now Refer to the Dark Crucible Map

At the Dark Crucible, you appear in a dimly-lit area marked as point "1." A swaying bridge littered with impaled bodies stretches before you—not a pleasant sight. Use a torch if you've got one, to improve overall visibility. Ready your super weapon and prepare to use an Icon of the Defender.

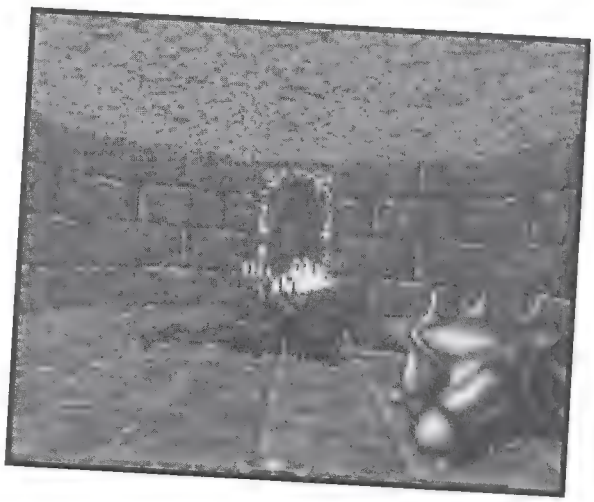


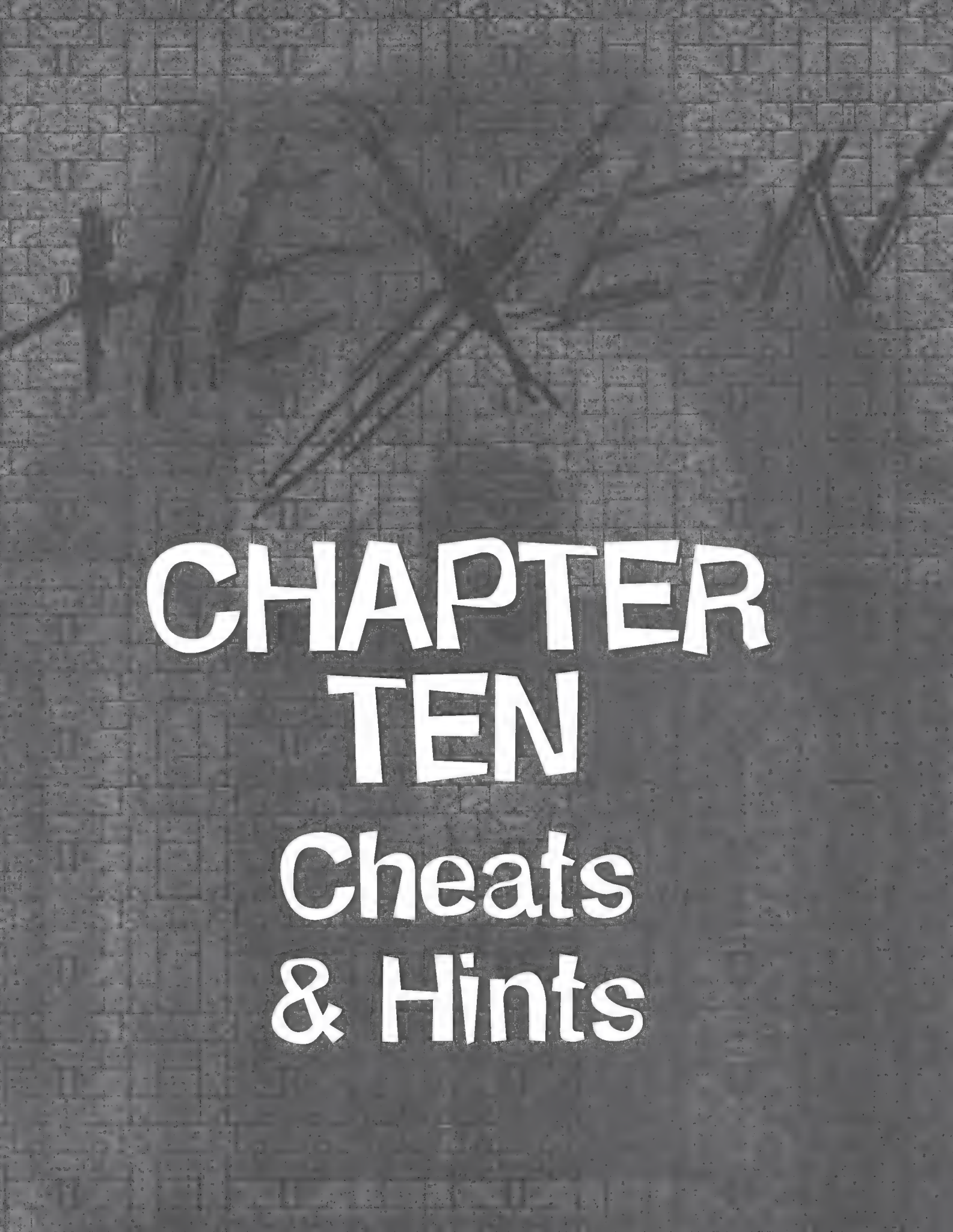
Cross the bridge and enter the alcove at point "2." If you're short on mana, pull the switches at points "2" and "3," turn back and throw the switch mounted by the stairs. Some mana now appears—sometimes blue, sometimes green. However, if you pull these levers too many times, you inadvertently summon some Dark Bishops. Therefore, it's better to stock up on mana before you teleport into this level, so you don't have to rely on these switches. Note that there are two Kraters of Might in Korax's chambers.

When you're ready, open the door at point "4" and walk into Korax's chamber. Activate an Icon of the Defender, then run right up and beat on him! Beware the huge wooden spikes that rise from the floor—they can kill you even when the Icon of the Defender is activated.

For detailed strategies on killing Korax, refer to the Bestiary. This section summarizes a good battle plan. That is, you must damage Korax enough to make him teleport away, fight a massive horde of lesser creatures that he releases, then enter area "5" to continue the fight. There are Kraters of Might in both chambers, so mana shouldn't be a huge problem, especially if you saved one or two Kraters for this battle.

When you kill Korax, simply step into the portal at point "6" and watch the epilogue. Congratulations! Even if you have used this walk through since the first Hub, beating *Hexen* is no easy matter.





CHAPTER TEN
Cheats & Hints

Hexen for the Nintendo 64

Q: What are the cheat codes for Hexen N64?

A: To use cheats on Hexen for the Nintendo 64, you must first enable the cheats menu. To do this, play a game and hit the pause button. When the menu appears, hit the following sequence of buttons: yellow up, yellow down, yellow left, yellow right… and wait for an acknowledgment sound. A new option called "Cheats" will appear on the menu.

Once the cheat menu is enabled, you can enter all of the other cheats while in the paused menu, the cheats menu, or the collect cheats menu.

The following is the list of individual cheat codes. All codes are entered using the yellow or "C" buttons. The number next to each button in the code is the number of times you need to hit that button. After you enter each code, wait for a sound to tell you that that cheat has been entered. If you don't hear anything, you probably did not enter the code correctly.

GOD MODE:	left (1), right (1), down (1).
CLIPPING:	up (20), down (1).
VISIT:	left (2), right (2), down (1), up (1).
BUTCHER:	down (1), up (1), left (2).
HEALTH:	left (1), up(1), down (2).
ALL KEYS:	down (1), up (1), left (1), right (1).
ALL ARTIFACTS:	up (1), right (1), down (1), up (1).
ALL WEAPONS:	right (1), up (1), down (2).
PUZZLE ITEMS:	up (1), left (3), right (1), down (2).

Q: I'm stuck in a level and can't find my way out. How can I get help?

A: If you feel like cheating some more, call 900-call-2-id or 800-id-games for Hexen N64 hints at $.85 per minute. If you call 900-call-2-id, you must be 18 or have parental or guardian permission.

Q: What are the Control settings for Hexen N64?

A: The Control settings are as follows:

Menu system (always constant)

Enable/Disable Menu	Start
Move Up	Control Pad Up OR Control Stick Up
Move Down	Control Pad Down OR Control Stick Down
Previous Menu	B
Select Item	A OR Z
Decrease Value	Control Pad L OR Control Stick Left
Increase Value	Control Pad right OR Control Stick right OR A OR Z

On the Manage Pack Menu Control Settings:

Previous Game Note	C Buttons Up
Next Game Note	C Buttons Down

In Game Control Settings:

Control Pad Method

Turn Left	Control Pad Left
Turn Right	Control Pad Right
Move Forward	Control Pad Up
Move Backward	Control Pad Down
Move Left	L Button
Move Right	R Button
Run	A
Use Weapon	B
Map	Z
Use selected item	C Buttons Left
Jump/Push/Open	C Buttons Down
Select Previous Item	C Buttons Up & L Button
Select Next Item	C Buttons Up & R Button
Select Previous Weapon	C Buttons Right & L Button
Select Next Weapon	C Buttons Right & R Button
Look Up	C Buttons Up & Control Pad Up
Look Down	C Buttons Up & Control Pad Down
Fly Up	C Buttons Right & Control Pad Up
Fly Down	C Buttons Right & Control Pad Down
Look center/stop flying	C Buttons Up & C Buttons Right

Control Stick Method

Turn Left	Control Stick Left (with velocity)
Turn Right	Control Stick Right (with velocity)
Move Forward	Control Stick Forward (with velocity)
Move Backward	Control Stick Backward (with velocity)
Move Left	Control Stick Left & B

Move Right	Control Stick Right & Z
Use Weapon	A
Map	C Buttons Up
Use selected item	C Buttons Down
Jump/Push/Open	B
Select Previous Item	Z & C Buttons Left
Select Next Item	Z & C Buttons Right
Select Previous Weapon	C Buttons Left
Select Next Weapon	C Buttons Right
Look Up	Control Pad Up
Look Down	Control Pad Down
Fly Up	Control Pad Up & Z
Fly Down	Control Pad Down & Z
Look center/stop flying	A & B

In Map Screen Control Settings

Control Pad Method

Follow Mode	Control Stick
Follow Mode Off	Use Control Stick within four seconds
Zoom In	C Buttons Up & C Buttons Left
Zoom Out	C Buttons Right & C Buttons Down

Control Stick Method

Follow Mode	Control Pad
Follow Mode Off	Use Control Pad within four seconds
Zoom In	L Button
Zoom Out	R Button

Q: How do I set the controls for Hexen N64?

A: In the Menu screen highlight and select Options. Within the options screen there is a controller selection where you can choose between using the Control Pad settings or the Control Stick settings.

> Note: You cannot alter the button functions for each control setting

Q: How many players can play Hexen?

A: You can play with up to four players simultaneously in either a deathmatch or cooperative game.

Q: How come I am not getting any sound?

A: You should first check the sound adjustment on your TV. If you are using RCA cables to attach your N64 system to your TV, double check the connections. You may also want to try the sound test option in the menu screen and be certain that the silence selection is not active.

Q: How do I adjust the Audio in the game?

A: Within the Options screen there are two audio options:

1. SFX Volume: Adjusts the volume of the sound effects. Press the Control Pad Left or Right to decrease or increase the level.

2. Music Volume: Adjusts the volume of the music. Press the Control Pad Left or Right to decrease or increase the level.

Q: How do I start a new game?

A: To begin a game of Hexen, highlight New Game and press A. You'll be asked to choose a skill level and a character class. Highlight the character class you prefer, and press A. Next, choose a skill level and press A. If you're new to the game, it's recommended that you use the default skill level, or perhaps an easier one.

Q: How do I save a game?

A: During your game press the Start button and select Game Files. Within the Game Files screen select the Save Game option. Move up or down using either the Control pad or Control stick to select a saveslot and press A. Enter a name or title for your save game by using the Control pad or Control stick to select the letters and press A to enter each one. Once you have selected all of your letters, go to the end of the line to highlight END and press A.

Q: What is a Temporary Save?

A: A temporary save saves your game in progress. However, this save option is

temporary only, and a game saved in this way is erased if you reset or turn off the N64 unit.

Q: How do I Load a saved game?

A: During your game press the Start button and select Game Files. Within the Game Files screen select the Load Game option. Move up or down using either the Control pad or Control stick to select a saved game and press A.

Q: What is the difference between Smooth and Zoom in the Filter option?

A: Smooth displays the monsters with a smooth outline when seen up close. Zoom displays the monsters with a jagged outline when you see the monsters up close.

Hexen for the Sony PlayStation

Q: What are the Control settings for Hexen PlayStation?

A: The following is a list of the Standard Controls for Hexen PlayStation:

[BUL]
The X Button is used for running.

The SQUARE button is used for jumping.

The R2 and Triangle buttons are used to select a weapon.

The Triangle button fires the selected weapon.

The O button is used to open doors, toggle switches, etc.

The L1 button will make your character strafe to the left.

The R1 button will make your character strafe to the right.

The SELECT button brings up the map.

The L2 button and either right of left on the directional pad will scroll through the items you are carrying.

The R2 button and the O button pushed together uses the selected object.

Q: How do I set the controls for Hexen PlayStation?

A: Under "Options" in the main menu, you will see an option called "Pad Config." Pad Config will allow you to cycle through 27 different control configurations by pressing the D-pad or the X button.

Q: How do I adjust the Audio in the game?

A: Within the Options screen there is a "Sound" option. SFX Volume adjusts the volume of the sound effects. Music Volume adjusts the volume of the music. Press the D-Pad Left or Right to decrease or increase the level.

Q: How do I start a new game?

A: To begin a game of Hexen, highlight New Game and press A. You'll be asked to choose a skill level and a character class. Highlight the character class you prefer, and press A. Next, choose a skill level and press A. If you're new to the game, it's recommended that you use the default skill level, or perhaps an easier one.

Q: How do I load or save a game?

A: To load or save a game, you must have a memory card. Under the game files menu there are two options:

1. Load game: Loads a previously saved game. To load a game, insert a memory card and press X.

2. Save game: Allows you to save a game in progress. To save a game, press Start at any time during the game to display the main menu. Select options, select game files, and select save game. Choose a memory card (One that doesn't have anything important on it!) and press X. Your game will be saved. Please note that you will use up an entire memory card to save one game.

Q: What are the Control settings for Hexen Saturn?

A: The following is a list of the Standard Controls for Hexen Saturn:

To move forwards and backwards, or turn your character, use the D-pad.

To run, use the "X" button.

To jump, use the "Y" button.

To use an item, use the "C" button.

To fire your weapon, use the "A" button.

To open doors or flip switches, use the "B" button.

To strafe left, use the "L" button.

To strafe right, use the "R" button.

To select a weapon, hold down "Z" and press the D-pad left or right.

To select a weapon from inventory, hold down "Z."

To look up and down, hold down "Z, and press the D-pad up or down.

While in Flight mode, hold down "B" and press the D-pad up or down.

To enter map mode, hold down "Z," and press "C."

Once in map mode, you can use the following commands:

To Zoom in, hold down "Z" and press "L."

To Zoom out, hold down "Z" and press "R."

To scroll, hold down "Z" and move the D-pad.

Q: How do I set the controls for Hexen Saturn?

A: Under "Options" in the main menu, you will see an option called "Controls." Controls will allow you to cycle through three different control configurations by pressing the D-pad or the X button.

Q: How do I adjust the Audio in the game?

A: Within the Options screen there is a "Sound" option. SFX Volume adjusts the volume of the sound effects. Music Volume adjusts the volume of the music. Press the D-Pad Left or Right to decrease or increase the level. Stereo On/Off toggles between stereo or mono sound.

Q: How do I start a new game?

A: To begin a game of Hexen, highlight New Game and press A. You'll be asked to choose a skill level and a character class. Highlight the character class you prefer, and press A. Next, choose a skill level and press A. If you're new to the game, it's recommended that you use the default skill level, or perhaps an easier one.

Q: How do I load or save a game?

A: To load or save a game, you must have a backup cartridge. Under the game files menu there are two options:

1. Load game: Loads a previously saved game. To load a game, Highlight the slot of the game you wish to load, and press A, B or C.
2. Save game: Allows you to save a game in progress. To save a game, press Start at any time during the game to display the main menu. Select options, select game files, and select save game. Choose an empty slot (One that you don't mind overwriting!) and press A, B, or C. Your game will be saved in that slot.

Q: I don't have a backup cartridge. How can I save my progress?

A: If no backup cartridge is installed, you will see 2 options under game files:

1. Password for this Hub: Shows the current password for this part of the game. Write this down and you can enter the password later to return to the beginning of the hub.

2. Enter Password: Allows you to enter the password for any hub you have previously been to.

Q: How do I activate the cheat codes in Hexen for the PlayStation?

A: From the main game menu, select "Options," then on "Pad Config." Once in the configuration menu, Hold down the "R2" button and press "R," then "D," then "R" again, then "Triangle," then "X." You should then hear a sound to let you know the code was entered correctly. If you don't hear anything, try entering the code again. Once the code has been entered correctly, go back to the main menu and you will see a new option called Cheats. You will not be able to access this menu until you start a game. Start a game of Hexen and hit the pause key. Select "Cheats," and you will see various options to make gameplay easier, such as God mode, weapons, keys, etc. Set the cheats up as you like and quit the cheats menu, then unpause your game. Cheats will now be activated.

Q: I'm stuck in a level and can't find my way out. How can I get help?

A: If you feel like cheating some more, call 900-call-2-id or 800-id-games for Hexen PlayStation hints at $.85 per minute. If you call 900-call-2-id, you must be 18 or have parental or guardian permission.

Hexen for the Sega Saturn

Q: How do I activate the cheat codes in Hexen for the Saturn?

A: To enter a cheat code, you must first bring up the options menu (this can be done while in or out of a game). Once there, press: UP, DOWN, LEFT, RIGHT, Y, Y, Z, Z, A, X, UP, DOWN, C, B. The cheats menu will then appear under the "miscellaneous options" submenu. You should then hear a sound to let you know the code was entered correctly. If you don't hear anything, try entering the code again. Once the code has been entered correctly, go back to the main menu and you will see a new option called Cheats. You will not be able to access this menu until you start a game. Start a game of Hexen and hit the pause key. Select "Cheats," and you will see various options to make gameplay easier, such as God mode, weapons, keys, etc. Set the cheats up as you like and then quit the cheats menu, then unpause your game. Cheats will now be activated.

Q: I'm stuck in a level and can't find my way out. How can I get help?

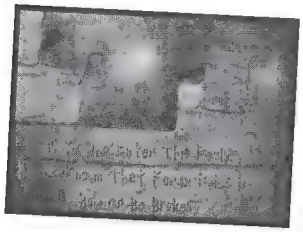
A: If you feel like cheating some more, call 900-call-2-id or 800-id-games for Hexen Saturn hints at $.85 per minute. If you call 900-call-2-id, you must be 18 or have parental or guardian permission.

HEXEN ON THE WWW

Still hungry for more and more information updates on the ever growing legendary phenomenon that is *Hexen*? Are you hooked up to the Information Super Highway? Are you fully furnished with show-off wetsuit and a scrupulously waxed surf board? Good, then cast a couple of eyes over these sites. They aren't the only *Hexen* sites out there on the World Wide Web, but they are either the main ones, or the best ones.

HEXEN WORLD

http://www.gtinteractive.com/hexen/



A quirky little site this, that isn't going to offer you every single secret the game holds. On the first page you are rudely invited to either bow or be broken by that naughty perpetrator of evil, Korax. Whichever you feel bound to do, you always end up on the same screen, where you can either enter into one of a few forum debates on the game, or indeed order the game. By the way, if you have the game, there is no need to order another one.

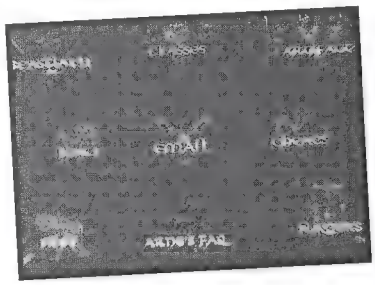
CHRIS' HEXEN SITE

http://www.frontiernet.net/~ralph1/Games/Hexen/Hexen.html

This is a pretty smart-looking site which, although it doesn't completely exhaust the game, does give the visiting surfer a few handy insights into how to complete the adventure, featuring some hot cheats for many formats. You can also download the entire game to put on your PC. Check out that animation!

DON'S HEXEN SITE

http://www.solarwinds.com/netrospect/hexen/hexen.html

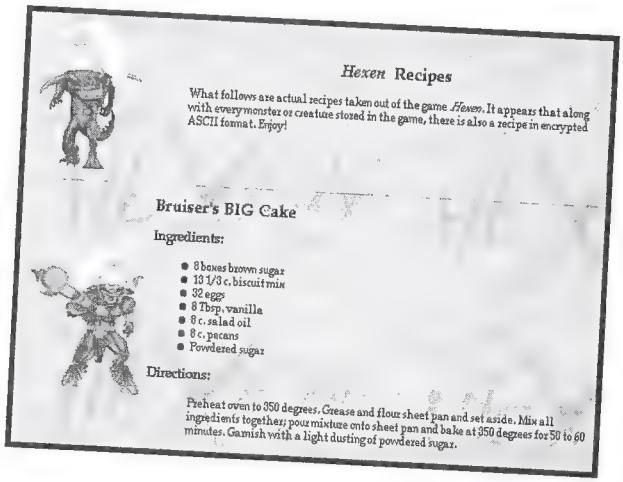


Another super cool-looking and, indeed, sounding page with another animation that will just knock your socks off—if you're wearing any. Best of all, this site gives you a complete guide to all areas of the game, from Flechettes to Afrits. Don't expect a complete walk through, though—you've got that in this book.

WACKY HEXEN PAGE

http://www.zensoft.com/Raven/Hexen.shtml

This site was chosen as one of the top 1% of all sites on the Net, and you can certainly see why. Giving you all you need to know about *Hexen* at one address, and written and presented in an alternative, funny, and informative way. Of course, it doesn't even compare to this book, but have a look if you're passing.



Hexen Recipes

What follows are actual recipes taken out of the game *Hexen*. It appears that along with every monster or creature stored in the game, there is also a recipe in encrypted ASCII format. Enjoy!

Bruiser's BIG Cake

Ingredients:

- 8 boxes brown sugar
- 13 1/3 c. biscuit mix
- 32 eggs
- 8 Tbsp. vanilla
- 8 c. salad oil
- 8 c. pecans
- Powdered sugar

Directions:

Preheat oven to 350 degrees. Grease and flour sheet pan and set aside. Mix all ingredients together; pour mixture onto sheet pan and bake at 350 degrees for 50 to 60 minutes. Garnish with a light dusting of powdered sugar.

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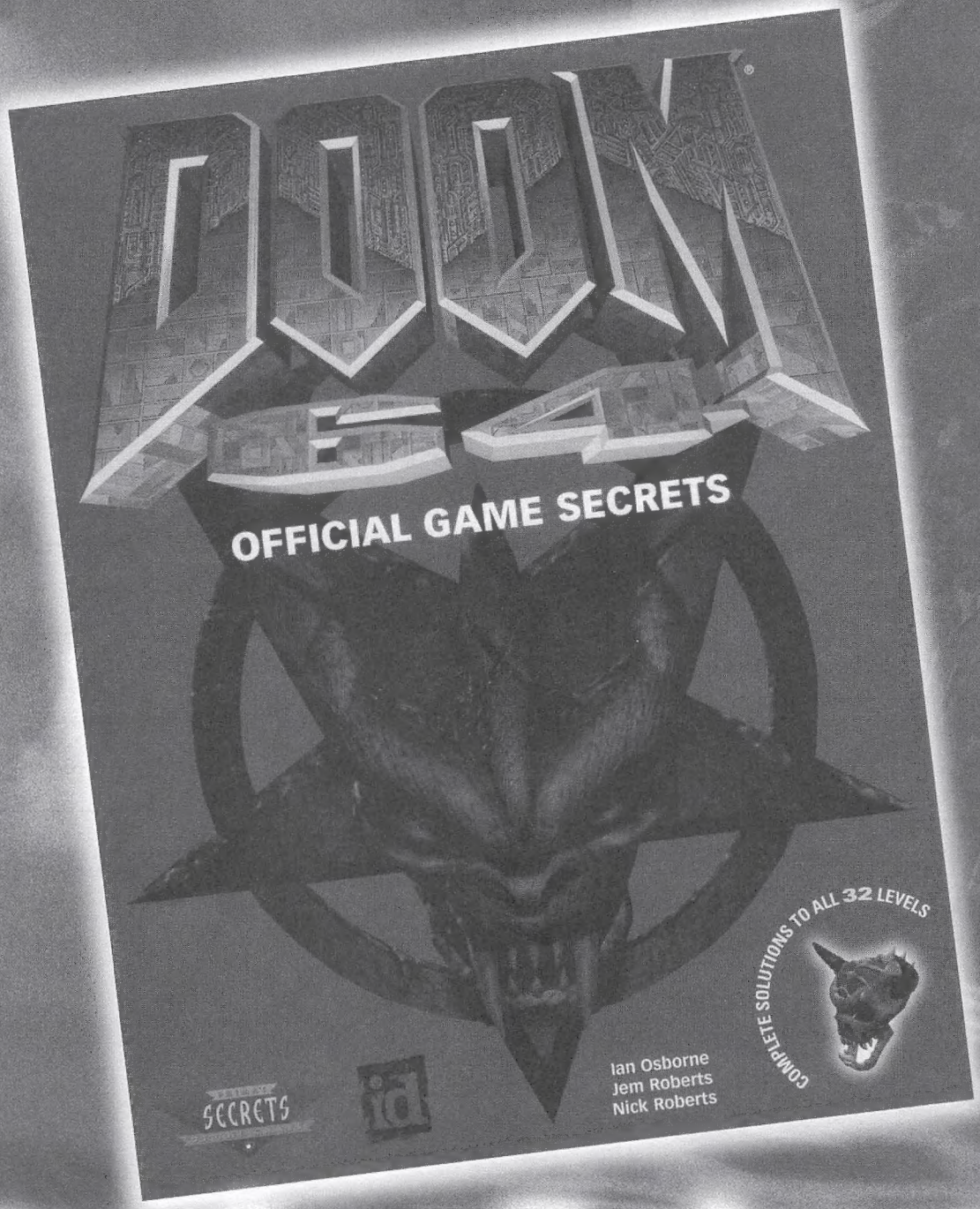

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